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EDITORIAL

ASSOCIATE EDITOR:
PAUL 'HURRAH!' RAND

PRODUCTION EDITOR
GARY 'SERIOUS' LORD

STAFF WRITERS:
DENIZ 'BENNY' AHMET
AMANDA 'TABLOID' TIPPING

CONTRIBUTING WRITERS:
MARK PATTERSON
PAUL PRESLEY
MARTIN POND
TIM BOONE
STEVE MERRETT

MANAGING EDITOR:
STEVE JAMES

DESIGN

ART EDITOR:
JULIE 'MAC'S KNACKED' HEAP

ADDITIONAL LAYOUT:
NIKKI CREED

ILLUSTRATIONS:
STUART HARRISON

COVER ILLUSTRATION:
ALEX PANG

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30 WIN ALL THE GAMES MACHINES YOU COULD EVER WANT!
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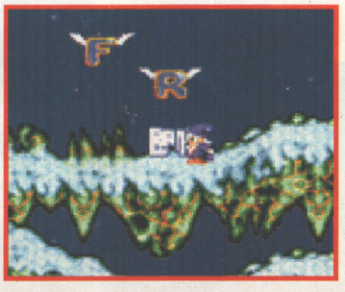

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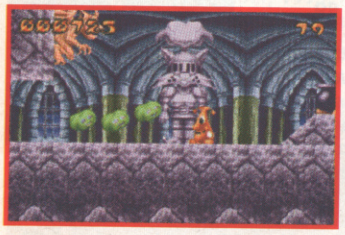

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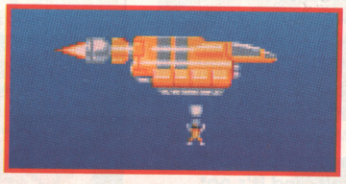

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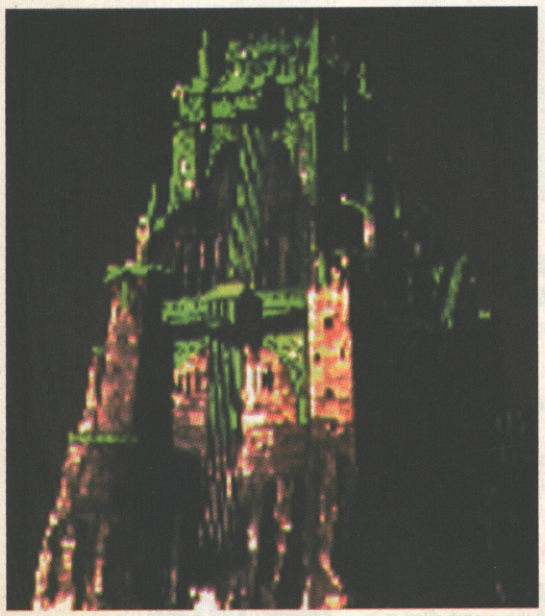
An international feel this month.

NEWS

The guys at Mindscape have got vampires on the brain (better than on your neck) with Drac on CD... Streetfighters turn to clay... and an update on Enforcers on the SNES...

DRAC AND DRAGONS!



Can Dracula deliver the gameplay that other CD interactive movies have failed to do?

Mindscape reckons Dracula will be the "first truly interactive movie" on CD.

Vampires? Who the bloody hell do they think they are, eh?

Take a look at these pics and go 'Blimey!'. They're a taste of the CD jollies that Mindscape has in store for you lucky people! Dracula Unleashed on PC-CD is, according to the software boys in West Sussex, "the first true interactive movie," and contains over an hour-and-a-half of video and an original CD soundtrack. As you might imagine, you've got to hunt down the pointy-toothed one and do the business with the pointed stick. It certainly looks the business – we'll have to wait and see how it plays.

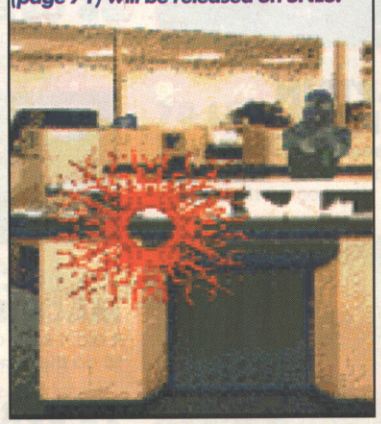
Also on the horizon is Dragon Tales for PC-CD and 3DO. You take on the role of Werner Von Wallenrod, whose father has been killed by, erm, dragons, presumably, and you've got to avenge his death. Not a lot of info on this one, but according to Mindscape the 3DO version sports realistic interactive first-person views of television quality. Again, gameplay details are thin on the ground, but we'll bring you all the gen on these two very shortly.

NO SNES ENFORCERS?

Seen the review of Lethal Enforcers this issue (page 71)? Rather miffed because it's on Sega formats and you've got a SNES? Well don't worry – it's coming to your machine. Perhaps.

You see, there is a version ready to roll (and it's not bad at all, as it happens). The problem is pricing. Because of the strength of the yen and the fact that there's a large gun included in the package, it's going to cost around £75-80 over here. And for that reason, Konami is a trifle reticent about releasing. We'll bring you more information on the situation as it comes in, but you've got to admit that it's a pretty steep price to pay for a game, even if it is a good 'un.

It's not clear yet whether Lethal Enforcers (page 71) will be released on SNES.



Pricing problems abound because Enforcers is packaged with a gun.

Lethal Enforcers is now on Mega Drive.

MODEL FIGHTERS

You've played the game! You've stuck the posters on your walls! You've swapped the stickers and cards with your mates! Now you can line up all 12 Streetfighter characters on a shelf! Mail order firm Replay is bunging out these quite fabby SF2 models for the paltry sum of £4.50 per character. You can also get your mitts on a half set in a snazzy presentation case for £24.95, or the full set in a nice box for £44.95.

We think they're ace – and that's why we're going to give one of you lot a full set of these hand-painted little blighters. All you've got to do is tell us the full name of the new Streetfighter coin-op. Send your answer to: **RATHER SIMPLE COMPETITION, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU,** to arrive no later than 14 November, 1993. If you don't win, you can always buy a set by getting in touch with Replay on 0924 402244, or writing to them at 60 Occupation Lane, Staincliffe, Dewsbury.

These Streetfighters are chips off the old block (That was grim – Ed), so don't try any special moves on 'em.

EA GOES COIN-OP CRAZY!

Electronic Arts may be putting a stop to its SNES activities for a while, but that hasn't stopped it from sticking its toe into a new venture – coin-ops! In a move not-at-all connected with making even more dosh than the $300 million turnover achieved last fiscal year, EA opened a new coin-op division last month and hopes to have games available in the States by Spring.

Initial titles will be based around the company's successful console sports sims, such as John Madden and EA Hockey, and is putting the emphasis firmly on the games, not the cabinets. "We're not investing too much in hardware, and we think we have the software that can prove very popular," said European boss Mark Lewis. Mind you, MicroProse thought that when it launched the F-15 Strike Eagle coin-op, and look what happened to that.

HMV
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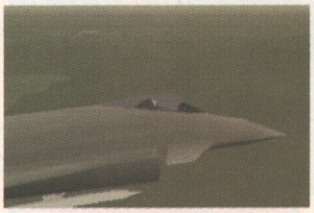
CHARTS
ALL FORMATS TOP 20

1 MARIO ALL-STARS
(SNES/Nintendo)
2 MORTAL KOMBAT
(MD/SNES/GB/GG/MS/Acclaim)
3 PRIVATEER
(PC/EA)
4 JURASSIC PARK
(MD/Sega)
5 FLIGHT SIMULATOR 5
(PC/Microsoft)
6 STRIKER
(SNES/Elite)
7 JUNGLE STRIKE
(MD/EA)
8 MIG 29
(MD/Domark)
9 ROCKET KNIGHT ADVENTURES
(MD/Konami)
10 POP 'N' TWINBEE
(SNES/Konami)
11 MICRO MACHINES
(MD/Codemasters)
12 SYNDICATE
(Amiga/PC/EA)
13 GUNSTAR HEROES
(MD/Sega)
14 OVERDRIVE
(Amiga/Team 17)
15 EMPIRE STRIKES BACK
(GB/Ubi Soft)
16 BODY BLOWS
(PC/Team 17)
17 SUPER JAMES POND
(GB/Ocean)
18 STARWING
(SNES/Nintendo)
19 NIGHT TRAP
(Mega-CD/Sega)
20 WING COMMANDER ACADEMY
(PC/EA)

OCEAN FLY HIGH ON CD!

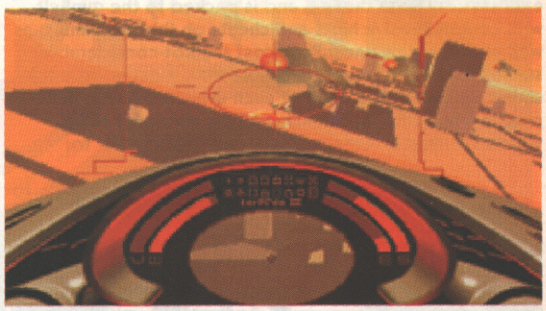
TFX – Ocean's latest flight sim.



Stunningly realistic graphics.

Try as we might, (and hey, we moved heaven and earth to get this issue to you) we just couldn't squeeze in Ocean's two potentially ground-breaking flight simulations, TFX and Inferno, for review this issue – but we'll do our best to rectify this situation in next month's CVG .

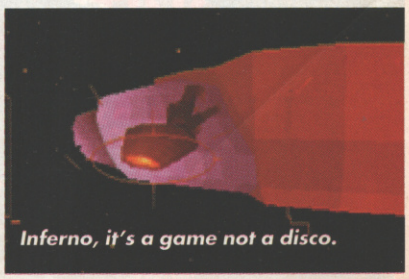
What we can do, however, is inform you that, early in the new year, CD-ROM owners will be able to buy silver disk versions of both games, created by Digital Image Design (the crew behind the stunning F29 Retaliator and the not-quite-as-hot Epic) and including a few features not available in the floppy versions.



Inferno should be ready for review next issue.

CD versions of these games will ready for New Year.

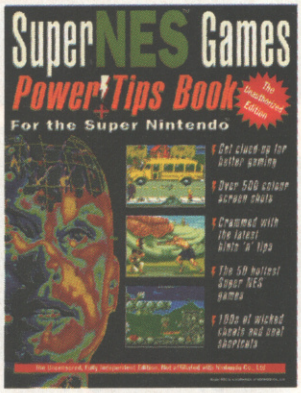
This game could set the CD scene alight.



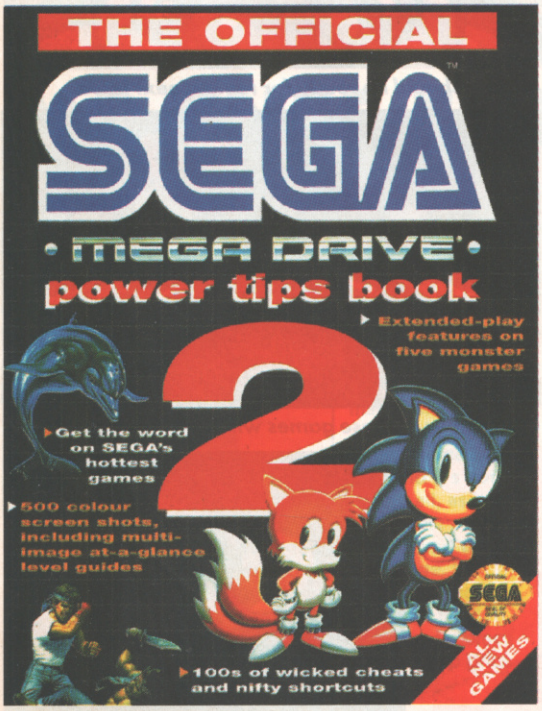
Inferno, it's a game not a disco.

VIRGIN GO BOOK BARMY

A recent investigation revealed that only 19% of Northern children enjoyed reading at school. We find that rather worrying – and so does Virgin Publishing, who is trying to do its bit to bring together this new-fangled video game stuff and the aeons-old pastime of enjoying a good read. That's why the firm has released tips books for the two big console formats.



The Super NES Games Power Tips Book hasn't been authorised by Nintendo, like so many things, but nonetheless comes packed with invaluable advice on hundreds of games. The Official Sega Mega Drive Power Tips Book is endorsed by Sega though, and is packed to the gunnels with comprehensive hints and cheats on the top games, as well as some crap ones. Both cost the not-considerable sum of £9.99 and they're available from most good book shops. And there's a copy of each available to the first person who sends us the name of the character Noel Gordon played in 'Crossroads'. Send your answer to: **NOEL GORDON/TIPS BOOK COMPETITION, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU,** to arrive no later than 14 November, 1993.



A1200 IN YELLOW BOX SHOCKER!

Look at it this way; you love your old Amiga 500, but it really is starting to look a little clunky these days, and anyway, there's more and more top stuff on the horizon that's specifically A1200; take the well-suped versions of Frontier, TFX and Inferno, for example. If that's the case, then why not have a butchers at the new A1200 bundle for Christmas?

£349.99 for an A1200 plus tons of serious and games software.

Desktop Dynamite is its name, and not only does it come with the games Oscar and Dennis, but it's also packaged with Wordworth, Print Manager and Deluxe Paint IV, so you can make your parents believe you're doing something worthwhile as opposed to wasting your life on these 'game' things. The whole lot comes in an attractive yellow box, and Commodore is knocking it out for £349.99 – not bad, considering it's a 32-bit monster.

DIARY DATES

EA SAY NO TO SUPER NINTENDO
Electronic Arts has put a hold on its European SNES lineup. The firm has pulled out because of the strength of the Japanese yen and its effect on the price of SNES games in Europe

FRANKEN-SNES!
Coming from Elite is The Adventures Of Dr Franken on SNES, a 16-bit adaptation of the game which went down well on Game Boy. You control Franky through 20 massive levels, avoiding over 40 different types of enemy.

FROM LITTLE ACORNS...
Acorn World '93 is taking place at Wembley between 29-31 October. Star of the show will be the 32-bit Archimedes. Acorn hopes it will receive a new lease of life now it's come down in price to £399.99.

TERMINATOR SLIPS
Due to 'technical difficulties', Virgin couldn't get us a copy of Dune on Mega-CD before the deadline, and Terminator on M-CD has slipped to February at the earliest. However, we'll definitely have Dune for review next month, so you can stop crying now.

HMV
KNOW HMV · KNOW GAMES

CHART
SNES TOP 10

1 MARIO ALL-STARS
(Nintendo)
2 MORTAL KOMBAT
(Acclaim)
3 STRIKER
(Elite)
4 POP 'N' TWINBEE
(Konami)
5 STARWING
(Nintendo)
6 TAZMANIA
(THQ)
7 SUPER STAR WARS
(JVC)
8 BATMAN RETURNS
(Konami)
9 NBA ALL-STAR CHALLENGE
(Acclaim)
10 ALIEN 3
(Acclaim)

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Super NES *Available now*
Reviews: "Brilliantly designed with every possible action thought through" Games Master
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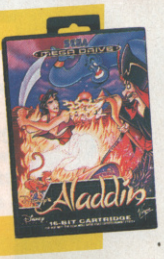
97%

MEAN MACHINE SEGA RATING
98%



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Sega Mega Drive
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CVG
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RELEASED 22ND OCTOBER

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87%

STREET FIGHTER 2 TURBO Super NES
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Reviews: "One of the best games ever to grace the Super NES"
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NINTENDO MAGAZINE SYSTEM RATING
97%

LANDSTALKER
Sega Mega Drive
Released: 29th October
Reviews: "Landstalker is an adventure masterpiece" Mean Machine Sega
£59.99

94%

SONIC SPINBALL
Sega Mega Drive
Preview: "The ultimate Sonic game"
Mean Machine Sega
£49.99

RELEASED 26TH NOVEMBER

THE LOST VIKINGS
Super NES
Released: 22nd October
Reviews: "Well presented with good graphics and fab gameplay" CVG
£39.99

90%

COMET

YOU KNOW WHERE TO COME.

ASTERIX GREAT RESCUE
Sega Mega Drive
Preview:
"It's looking pretty cool"
Mean Machine Sega
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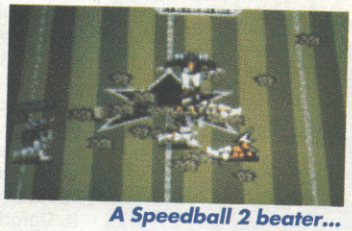
MILLENNIUM GET BRUTAL

Amiga and PC owners looking for a spot of hard and fast futuresport action on their machine could do worse than have a gander at these pics from Millennium's forthcoming Brutal Football. The programmers reckon that it'll knock Speedball 2 into a deep brown muddy hole, which is quite a bold claim, but then programmers are like that, we find. Brutal Football will be doing the rounds at about Christmas time – full review next issue.



A Speedball 2 beater...

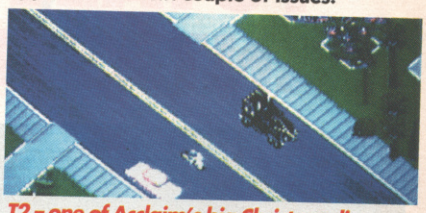
...Millennium reckon so!

BIG GAME NAMES FROM ACCLAIM!

Licence king Acclaim has announced details of its Christmas release line-up – and it's going to be quite considerable. Notable mentions must go to Mega Drive and SNES versions of The Incredible Crash Dummies, in which you control Spin through an array of different game styles as you attempt to rescue your creator, Dr Zub.

Also on the horizon are versions of two Terminator 2 games – T2 - Judgment Day and T2 - The Arcade Game. The latter is a straight SNES convert of the Op Wolf-style coin-op, whereas Judgment Day is a multi-level Arnie extravaganza bearing a closer resemblance to the film. This one's appearing on SNES, Mega Drive, Master System and Game Gear next month.

Other titles appearing between November and January include Robocop 3 on Sega formats – a conversion of the Ocean SNES original (let's hope they're better than that one), NFL Quarterback Club on SNES, Mega Drive and Game Boy – being programmed by Park Place, the team responsible for EA's John Madden series – and the latest Simpsons game, Bart And The Beanstalk on Game Boy. Reviews of all to appear in the next couple of issues.



T2 – one of Acclaim's big Christmas licences.

The latest Simpsons licence on Game Boy.

HMV
KNOW HMV · KNOW GAMES

CHARTS

MEGA DRIVE TOP 10

1 **MORTAL KOMBAT** (Acclaim)
2 **JURASSIC PARK** (Sega)
3 **ROCKET KNIGHT ADVENTURES** (Konami)
4 **MIG 29** (Domark)
5 **GENERAL CHAOS** (Sega)
6 **JUNGLE STRIKE** (EA)
7 **MICRO MACHINES** (Codemasters)
8 **BOB** (EA)
9 **POPULOUS 2** (Virgin)
10 **NBA ALL-STAR CHALLENGE** (Acclaim)

IT'S JUST A RUMOUR, BUT...

Don't tell anyone, but rumours abound that MicroProse is converting a certain polygon-based Formula One driving simulation to Mega Drive! The game, which may or may not have been originally programmed by Geoff Crammond (we're not telling) could, hypothetically, use the new Sega DSP chip and, were it happening, could appear around March. But as we said, it could all just be a ruse.

MicroProse in F1 sim rumour story.

HMV
KNOW HMV · KNOW GAMES

CHARTS

AMIGA TOP 10

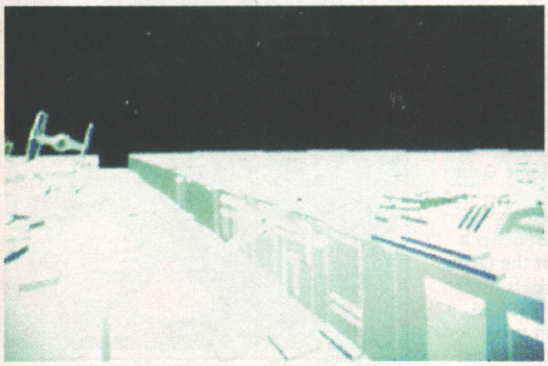
1 **OVERDRIVE** (Team 17)
2 **SYNDICATE** (EA)
3 **F17 CHALLENGE** (Team 17)
4 **SOCCER KID** (Krisalis)
5 **GOAL!** (Virgin)
6 **CHAMPIONSHIP MANAGER '93** (Domark)
7 **FLASHBACK** (US Gold)
8 **HUMANS 2** (GameTek)
9 **ONE STEP BEYOND** (Ocean)
10 **GUNSHIP 2000** (MicroProse)

CHICK 'N' CHICK

When he's not starring in top video games, running for Parliament in by-elections or strolling around computer shows in a rather sad fashion, there's nothing Alfred Chicken likes more than gadding around that fair capital city of ours, London. And who should he bump into? None other than page 3 girl Donna Ewen! Delectable Donna, 22, was surprised at the rave reviews Alfred's game has been receiving – but she needn't worry; the lady seems to be a big hit with this big bird! Oh yeah, Alfred Chicken's coming out on Amiga soon.

Hey, what's it all about Alfie?

VIRTUALLY? NO – TOTALLY FANTASTIC!



The most realistic Star Wars game ever?

You'll see 'em mentioned in our rip-roaring Jamma Show feature a little further on in this issue (turn to page 16 for the full lowdown), but just at the last minute (4.52pm on Tuesday, to be precise) we managed to get our hands on these pics of Sega's brand new coin-ops, Virtua Fighting and Virtua Star Wars – and do they look totally incredible or what!

Using the same powerful 32-bit technology as seen in Sega's rip-roaring driving blast Virtua Racing, the two new machines incorporate high-quality polygon graphics to give the player a real sense of awe! According to our spies, Virtua Fighting looks absolutely fabulous, with the polygon characters looking and moving like puppets, giving them a real sense of character, and Virtua Star Wars, although only 20% complete, is shaping up to be just as incredible, with the different levels faithfully recreating various scenes from the movie. What do you mean you can't wait to see more? Frankly, that's all we've got at the moment. In the meantime, ogle these shots and keep reading CVG for more info as and when we receive it!

Virtua Fighting is looking very impressive indeed.

LIVE '93

LIVE '93 – games, gadgets and gizmos galore.

Outside it was dull and drizzling , but inside LIVE '93 was sizzling with the latest electronic products promising to blast their way into homes within the next few months (that is, if you have huge wads of cash to chuck about aimlessly). CVG checked out what's hot and what's not if you want to keep up with the Joneses in the exhibition at Olympia, London, a couple of weeks ago.

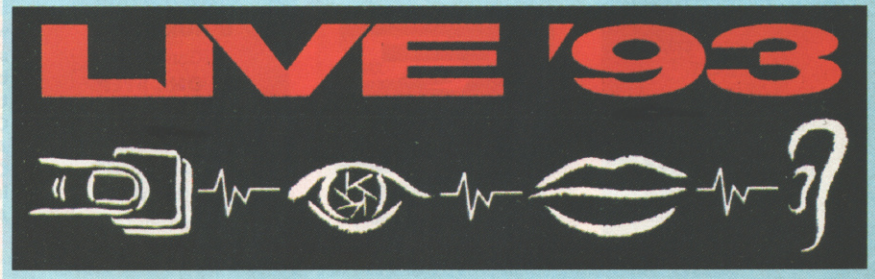
Commodore was showing off its newly launched 32-bit based games console the CD32, while Gremlin unveiled Zool 2, in which the ninja of the Nth Dimension is charged with the task of defending the world against the wicked Krool and his sidekick, Mental Block. Out next month on Mega Drive, SNES and Amiga CD32, Zool 2 looks like a bit of a star. Watch this space for more information as we get it.

As far as the rest of the show was concerned, it was a bit of a damp quib, really. The most promising gadget we saw there was a set of glasses which project a TV screen image six feet in front of your face – just the thing for the couch potato who's lost his couch, or for those who want to watch the football while they're playing it. Unfortunately, the things only seem to work if you've got 20/20 vision – if you haven't, you can hardly see a thing, and it's not as if you can stick a pair of specs on to improve things, either.

Still, we got to take a peep at all sorts of other things, like electronic notebooks and the like, but what we really wanted to get our hands on were the new games machines about to appear, like 3DO. Were they there? Were they heck. Come back dedicated games shows, all is forgiven...

CD32 – star of the computer hall of Live '93.

They let anyone in to LIVE '93.



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Tune into our Thumb-Busters Games Guide twice a week on Atlantic 252, Capital and selected FM stations.

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

HE'S JUST FOUND SOMETHING NASTY IN THE CUPBOARD...

36778894897 2347659874576 4576789998741 4590091241100 4681120044438 1120969255921 9907567986544 016664898 7002

Brace yourself for the battle of your life.
Since the arrival of the self acclaimed Emperor Boss - the megalomaniac to top all maniacs, the galaxy will never be the same again.
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With the awesome Barcode Battler you can play against 120 computer generated foes or beat the pants off your simpleton friend.
Create your own superheroes by cutting out the barcodes on everyday products. Who knows, the barcode on the magazine you are now reading may have more power than Arnie, Robo and Termie put together!

98 7002 0095438287654 67849003467 78

You've got everything you need to play all three modes, including an Instruction Booklet and Battle Manual in the Barcode Battler Pack. Which just leaves you to hotfoot it down to your local Barcode Battler store and demand: "Free the power or the sad cashier gets it!"

Free the power!

BARCODE BATTLER

COMMERCE CONFLICT

BARCODE BATTLER

CUT OUT AND TRY YOUR LUCK!

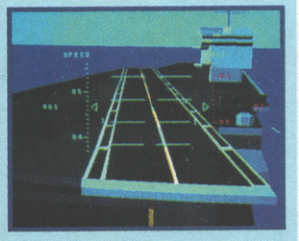
FEATURE

CVG GOES COIN-OP CRAZY AT... JAMMA SHOW 1993!

COIN-OPS GALORE! The Jamma Show in Japan is the coin-op industry's biggest event of the year, where all the latest arcade machines are previewed for the very first time. All the biggest and best arcade machines in the business are put on Free Play all day, and you can play on any or all of them for as long as you like! It's the most important day in the coin-op calendar, and naturally CVG was there to bring you this Exclusive report on the hottest arcaders you'll be playing soon. So why are you still hanging around here? Check out those games, now!

AIR COMBAT

Look at this screenshot for one of the most whizzo flight sims around. Namco's Air Combat is virtually the real thing. Expect to see this one in the arcades soon.



Fly by the seat of your pants in Air Combat...

FUNKY FIGHTER

Fancy yourself as a bit of a bowver boy? Well, this multi-button beater from Taito should sort you out. The game itself is a not-bad Streetfighter clone, but the cabinet's the star.

"Ere, if you don't stop posing I'm gonna knock your block off!"

Funk me, this Funky Fighter is well hard.

BURNING RIVAL, LOONEY TUNES, ALIEN 3

Sega is also set to unleash three more coin-ops on to an unsuspecting world. Burning Rival is a not-bad Streetfighter clone, while Looney Tunes is a sideways-scrolling racing game (not cars, legs) set around the world. Pick of the also-rans, though, has got to be Alien 3 – The Gun, in which you get to blow away those xenomorph scumsuckers with a full-size replica of the Ripley mega machine-gun used in Aliens! The game is very similar to the T2 Arcade Game, but features tons more gore. And yes, we know the Alien 3 movie doesn't feature guns – but for God's sake, don't write in about it because we simply don't care.

SUPER STREETFIGHTER REVEALED!

There's a new Streetfighter in town – four of them, to be precise! Capcom's BIG announcement at the Jamma Show was the imminent arrival of Super Streetfighter 2 – The New Challengers, with a novel range of features that will probably make every other beat-'em-up look like a bit of an old woman!

There are now more scrappers than ever before – along with the 12 from the Champion Edition a brand new quartet has entered the fighting fray – and they all have brand new attack moves and the like; there's even a well-hard lady from the UK!

What's most amazing about Super Streetfighter 2, though, is the all-new Tournament Battle Mode. This will enable you to link up four SSF2 machines, so you'll have to round up seven of your mates, and the eight of you can participate in a right royal rumble SIMULTANEOUSLY! Bet you can't wait to get your mitts on this big baby!

Mr T lookalike Dee Jay gives Ryu a good, hard smack in the gob. The onlookers seem unimpressed.

True Brit Cammy does her bit for the old bulldog spirit by sorting out Ryu. Isn't he getting sick of this?

WRESTLE FEST

Nice game, nice machine.

If you like sweaty men grappling each other in their underwear then this new wrestling game from Taito is just for you. Choose your grappler and scrap it out in the ring. Best thing about this game is the novel cabinet which features some seriously impressive graphics and sound. Top laugh!

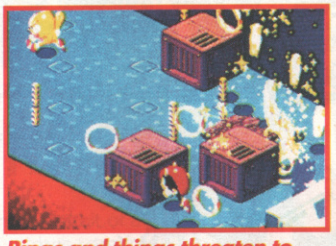
Grapple me grapenuts...

SONIC THE COIN-OP!

The rumours are true! Sonic is joined by two new pals for all sorts of hedgehog hi-jinks in the first dedicated arcader to feature the world's most famous spikey mammal. Choose your hero from the likes of Sonic, Ray or Mighty (any combination, or all three) and pit yourself(ves) against the worst Dr Robotnik can throw your way in this diagonally scrolling rush-'em-up. Using a fairly unique graphics system (similar to Viewpoint on Neo Geo but miles better) there are a billion and one obstacles to overcome before you finally get to confront old Rob in his danger land of doom. Animation is what really makes this one stand out from the crowd, with massive attention to detail.

All three characters are very similar, but each has their own individual personalities and it's a dash for survival across Robotnik's world of seven challenges followed by the Great Escape. Surprisingly, Segasonic uses a trackball control method – frantically spin said appliance to propel Sonic and pals with all possible haste across the screen. There are too many features in the game to recount at length, but one of the best is an Indy Temple Of Doom send-up in which Sonic grabs hold of a falling rope bridge, smacks into the cliff and climbs up the other side. Definitely one of the best coin-ops in quite a while, prepare to part with serious silver. Highly recommended.

HURRAH! Sonic and pals start their dash of death...



Rings and things threaten to thwart our heroes...

Doctor Robotnik, for it is he,' beside his, um, control panel of, er, doom...

Crossing the ice chasm just couldn't be easier...

As if we really needed telling which way to go...

"So, tell me, where exactly did you bury the car?"

VIRTUALLY FINISHED! VIRTUALLY REAL!

TOP SECRET: Sega is busily working on two of the hottest arcade machines in history – Virtua Fighters and Virtua Star Wars. Early demos of both were available at the show, and both look completely superb. In fact, Virtua Fighters is probably going to prove the most outstanding coin-op of modern times – imagine Streetfighter 2 in full Virtual Reality 3D and you get some idea of what we're getting all hysterical about.

Choose your fighter from the selection on offer – there'll be eight in the finished machine, but only two were on offer at the show – and beat the crap out of each other across three timed rounds. Security was at maximum for the debut of this machine, with no pictures allowed, so you'll just have to take our word for it – this game is brilliant. The fighters' movement is only slightly hampered by technology restrictions, so instead of fully recognisable humans scrapping it out you get virtually realised polygon people kicking heads, which somehow adds to the game's overall appeal. If Sega can keep up this standard through to completion, Virtua Fighters could even topple the mighty Streetfighter 2 as the greatest fighting game ever devised. We'll have more news and pictures very soon!

Virtua Star Wars will be hot on its heels, though. Using an extension of the technology which created Virtua Racing, Sega is currently developing the ultimate Star Wars arcade machine. So far it's only 20 per cent complete, but we were treated to the full Death Star trench stage – and the graphics are so good it's almost like playing the film! TIE Fighters scream in from the side of the screen as you try to negotiate the trench, complete with death-spitting laser turrets. Fail in your quest and Darth Vader's just going to laugh at you. Succeed and you'll restore freedom to the galaxy. Not bad for an estimated quid a go...

SEGA UNVEILS QUAZAR-STYLE GUN

Coming to Britain for Christmas, from those clever people at Sega, is the gun with no name.

Hot off the production line from those endlessly innovative people at Sega is a Quazar-style shoot-your-mates set-up which should retail at less than £50 a pop. For this less-than considerable sum you get a nifty light-sensitive headpiece and a fairly big gun with which to shoot people between the eyes. Basically the headpiece works as a sort of targeting device (complete with Heads Up Display) while doubling up as target area for any low-life street scum tooled up with the same piece of kit. The system will work up to a range of 55 metres, which is quite impressive, and features extra goodies like a shots counter and game select switch.

It all looks a bit of a laugh, but outside of Sega Japan nobody's played it properly because Sega staff wouldn't allow the prototype to leave their stand at the Jamma Show. The currently unnamed gadget could prove one of the best-selling toys this Christmas, and will go on sale in Japan soon at 5,600 yen (about £50) with a discount double set retailing for 11,600 yen (£90). With a little luck, these will hit UK stores in time for Christmas. We'll keep you informed.

RIDGERACER

Feast your eyes on quite possibly the greatest racing game yet seen in the arcades – the awesomely awesome Ridge Racer. Featuring state-of-the-art graphics so real you'll think you're actually there, this one puts you behind the wheel of a turbonutmobile and lets you go wild. Anyway, just ogle this pic and wait for the game...

Randy shows how it's done in his suped-up Anglia GTI.

VIRTUA RACING 2!

Virtua Racing sequel F1 Super Lap was also revealed for the first time at the Jamma Show, and it's going to be the official arcade game of the Formula 1 World Championship, no less. Not so much a sequel as a vastly improved version of the original, the game features nearly state-of-the-art polygon graphics (already superseded by Virtua Fighters) and some of the slickest racing gameplay we've yet seen.

There's a multi-view option and booming sound, but for our money it's all a bit similar to the original. Well worth a shufty, though, for the tweaked playability – and you get to race on real F1 tracks!

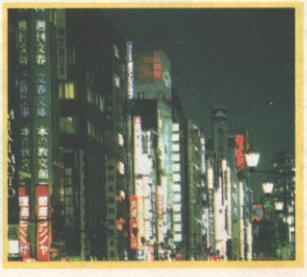
Double-seat smartness for head-to-head hilarity of an excellent kind.

Hey, isn't this supposed to be Nigel Mansell? Can't be, he hasn't crashed into anything.

FEATURE

LET'S ALL GO TO THE TOKYO SHOW

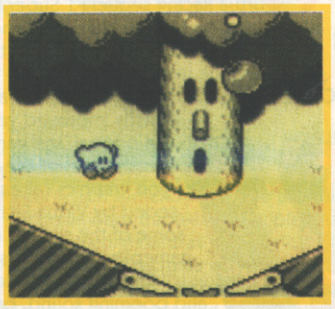
GAMES! GAMES! GAMES! If you want games, then the place to be is the Famicom Space World Fair in Tokyo, where all the hottest Nintendo titles are on show for three days. This is the place where you'll find every single game to be released on Super NES, NES and Game Boy over the coming months. So we sent Tim Boone, erstwhile editor of CVG, to said show in order to bring you all the goodies. Yes indeed, the ex-CVG boy braved the Tokyo rush hour, cold sushi and even a typhoon to bring you this detailed report on the hottest stuff at the show – so the least you can do is sit back and enjoy...



NINTENDO

TOP GAME
Sound Factory

SUPPORTING STARS
Kirby's Pinball, Warioland



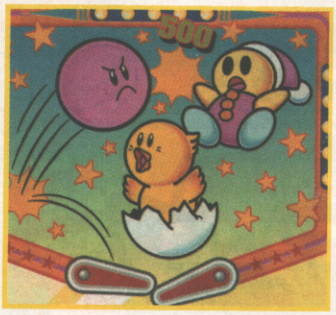
Pinball where ever you go with Kirby on the Game Boy.

Incredibly, Nintendo didn't have any new games to show off at Space World – even FX Trax wasn't there, and most people had already seen a 40 per cent complete version way back at the last CES. Still, Nintendo says it has at least three of its own FX titles currently in development, and some third parties are developing future FX games. Whether this is going to tide everyone over until Nintendo's announced 64-bit machine arrives remains to be seen.

If you enjoyed Mario Paint then check out Sound Factory.

What Nintendo did have to show was Sound Factory – a sort of Mario Paint with sound instead of pictures. It's actually a lot weirder than that, though, and the idea seems to be trying to follow a tune whilst bouncing across a Q*Bert-style landscape. Most weird.

Game Boy fans are in for a treat. If handheld Zelda isn't enough to keep fans happy, Kirby's Pinball and Super WarioLand are both coming on the machine and both are absolutely superb. And still there's more: Tetris 2 is coming on Game Boy, and promises to be even more addictive than the original. But



Kirby Pinball should be a good crack on Game Boy.

Sound Factory is a fun way to learn about sounds.

where the hell were Nintendo's Super NES games? Luckily there was a fistful of wicked stuff from the third parties on show, so why don't we take a wander through it?

CAPCOM

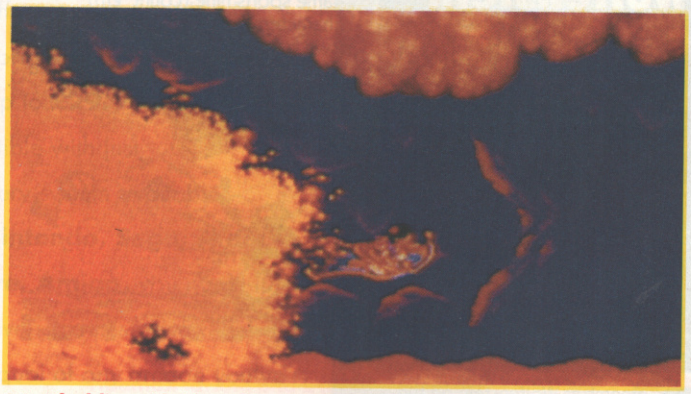
TOP GAME
Aladdin

SUPPORTING STARS
Mega Man X, Megaman Soccer

Prepare for one of the hottest arcade adventures around when Aladdin hits the Super NES soon. Capcom was showing off a nearly finished version of the game, featuring some of the best animation yet seen on console. It's a platform slash-'em-up stuffed with surprises and could well prove to be one of the biggest hits of the year. Believe it or not, Streetfighter Turbo wasn't even at the show (it's already old news in Japan) but Capcom super-hero Mega Man was making a big appearance, starring in no less than two 16-bit games! Mega Man X is our hero's first ever appearance on the SNES, featuring his biggest challenge ever and some of the smoothest platform gameplay yet seen on this machine. And if that's not enough, he even stars in his own soccer game! It works on the same principle as Mario Kart (Mega and mates are on their day off, etc) and looks a bit of a laugh.

Aladdin's going to be the Christmas panto (starring Australian soap stars and all those has-beens that your mum likes), the Christmas film and the Christmas game! It's a hat trick.

Capcom has got an excellent licence lined up in the form of Disney's Aladdin on the Super NES. Both the film and the game are looking serious contenders for that Christmas number one spot.



It's Aladdin with his gal in one of the superb pieces of animation from the game. Plenty of surprises are promised in this platform cum bash-'em-up from Capcom.

NES owners haven't been left out, either. No signs of a follow-up to Mighty Final Fight, but Mega Man 6 and Rescue Rangers 2 were both on show and looking smart. Mega Man 4 hits Game Boy and Duck Tales 2 continues the Capcom/Disney hand-held tradition.

KONAMI

TOP GAME
Turtles Tournament Fighters

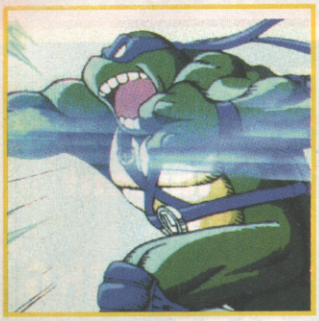
SUPPORTING STARS
Goeman 2, Action Twin Bee

Breathing new life into those heroes in a half shell.

If you thought the Turtles were a bit naff, you've got another thing coming because now they've got their own Streetfighter-style fighting game – and it's looking the business! Choose your fighting Turtle from the four on offer (you know the names) and kick seven bells out of the others – there are also a few bosses thrown in for good measure. Rumour has it that you even get to give Shredder a good kicking if you get far enough, but what we can say is that the graphics are looking well smart. The game's obviously not as fast as Turbo, but Turtles does look a bit of a winner in the beauty stakes. Worth checking out.

As usual, Konami has a stack of great new games. Among them is Goeman Warrior 2, follow-up to the hugely successful original which was never actually released in this country! The game is basically the same, but improved in every department.

Coming soon is a Streetfighter Turbo-style Turtles game.



Now is this Leonardo, Raphael or Donatello? Who cares?

Instead of simply hitting people over the head, Goeman enters sideways scrolling screens of mayhem for cartoon-style laughs. This game went down such a riot with Japanese kids that we couldn't get close enough to play, but it does give you some idea of how good the game is!

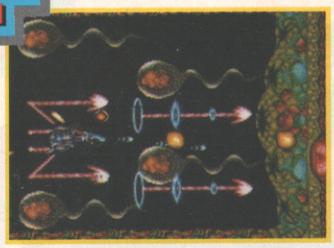
Action Twin Bee should prove another winner (sideways scrolling romp) alongside Lethal Enforcers (see page 70) which has a PG violence rating and features a handy Magnum .44 with which to blow your (many) enemies away. If that's not enough, one of the most popular Game Boy platformers of them all gets a sequel with Tiny Toons 2 (see page 101), bigger and better than its illustrious predecessor.

IREM

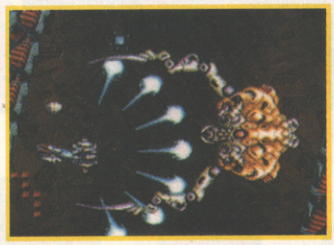
TOP GAME
R-Type III

SUPPORTING STARS
Undercover Cops

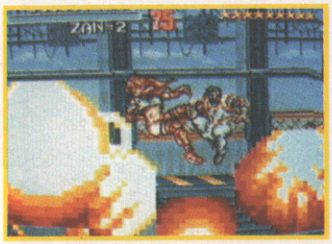
The most popular arcade shoot-'em up of all time gets better for the Super Nintendo, sequel to Super R-Type and, er, trequel to the coin-op. The all-new challenge features new weapons, new backdrops and, most important, new monsters as those dreadful Bydos decide to come back for more. Looking spectacular, R-Type III is definitely one to watch for. Undercover Cops may be worth a shifty too – it's a good-looking beat-'em-up owing plenty to Final Fight. When there's more to tell we'll tell you.



R-Type III – you want more? You're gonna get more.



More stunning backdrops, more, big evil mothers.



I think these undercover cops have just blown their cover.

IMAGINEER

TOP GAME
Wolfenstein

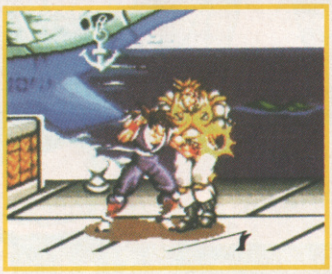
SUPPORTING STARS
Dolucky's Field Baseball, International Rugby II

Remember Wolfenstein on the PC? One of the gruesomest, goriest and downright good games on home computer is coming to Super NES, courtesy of Imagineer. Trouble is, it might not be as gory as the original since Nintendo have asked for the blood to be toned down. Bummer! Still, there's always a silver lining – and that's the speed. This game is FAST, dead playable and a bit special. Talking of which, Dolucky is a bit of alright as well; he's a stuffed cat, sponsored by Coke, who stars in one of the best baseball games around. Still on sport, Imagineer are set to release a sequel to the only rugby game on console. International Rugby 2 features upgraded graphics, smoother action and plenty of set plays. We'll be giving all this lot the full CVG treatment soon.

TOSHIBA

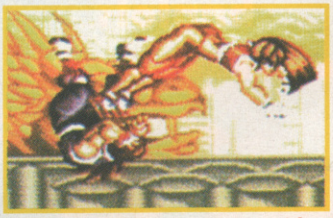
TOP GAME
Battle Master

SUPPORTING STARS
Sword Maniac

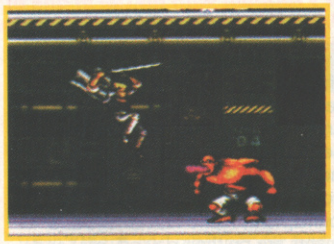


Hoping to do battle with Streetfighter is Battle Master.

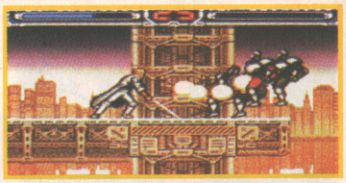
A fine debut from Toshiba, the new name in games. Battle Master is a 16-meg fighter hoping to rival Streetfighter 2. The game sports nine (count 'em) characters, each fighting on their own backdrop, and a whole stack of special moves. Sword Maniac is a Final Fight clone and doesn't look too bad.



But can Toshiba compete with SF2 and Mortal Kombat?



Sword Maniac, so called because, well it's obvious really.



It's nice to see a return to the good old fashioned sword, don't you think?

NAMCO

TOP GAME
Suzuki 18 Hours

SUPPORTING STARS
Barcode Boy

Suzuki 18 Hours is a conversion of the Namco coin-op, and Barcode Boy is Namco's answer to the Barcode Battler, which bolts on to your Game Boy and about which we'll have a bit of a News Special rather soon.

TAKARA

TOP GAME
Fatal Fury II

Can Takara improve on the debacle which was its conversion of the rather excellent Fatal Fury? From the looks of things it has; there's a host of new characters as well as the original fighting threesome, and stacks of new moves to have a blast at. No doubt there'll be conversions-a-plenty to follow, and this is certainly one to watch for – which is exactly what we'll be doing. So keep those eyes wide open!

Fatal Fury: new characters and stacks of new moves.

THERE ARE NO HOLDS BARRED WITH QUICKSHOT

There's only one joystick for the serious gamehead - **Quickshot.** With over **30,000,000** sold already, it doesn't take a genius to see how popular they are. And it's just as easy to tell why. There's a choice of over 30 different styles and levels (8 and 16 bit), with prices from only **£9.99** all the way up to **£29.99**.

They're compatible with just about every system available – **IBM, Nintendo, Sega, Atari, Commodore, Amiga,** you name it.

And they all have serious standards of control that are the equal of any arcade you've ever seen. So make sure you have the joystick that's a real thrill to handle.

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COMPETITION

IT'S LETHAL!

WIN A COIN-OP IN OUR INCREDIBLE LETHAL ENFORCERS SCRATCHCARD GIVEAWAY!

200 T-SHIRTS, BADGES AND GAME DISCOUNTS TO BE WON TOO!

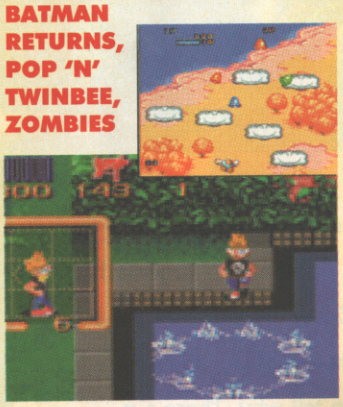
Home machines are great – we know that – but how do they compare to the real thing? Yes, that's right, an actual arcade machine! That's what CVG, in association with Konami, is giving away!

AN ACTUAL LETHAL ENFORCERS COIN-OP!

£5 OFF THE RRP OF ANY OF THESE 10 KONAMI TITLES!

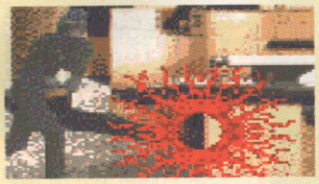
SNES – ALL RRP £49.99

TINY TOON ADVENTURES: BUSTER BUSTS LOOSE, CYBERNATOR, BATMAN RETURNS, POP 'N' TWINBEE, ZOMBIES



MEGA DRIVE

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE – RRP £39.99, TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST – RRP £44.99, SUNSET RIDERS – RRP £39.99, ROCKET KNIGHT ADVENTURES – RRP £44.99



MEGA-CD

LETHAL ENFORCERS – RRP £54.99

SO, WHAT HAVE YOU GOT TO DO?

Scratch away each of the three silver panels to reveal the message underneath. If you're a winner, you'll find an 0839 number. Ring this number to find out exactly what you've won – it's that easy!

And that's not all! For, even if you don't win this unbelievable first prize, you could still be the lucky recipient of:

ONE OF 200 T-SHIRTS AND BADGES! OR £5 OFF A KONAMI GAME!

NOTICE TO OVERSEAS READERS

Unfortunately, overseas readers cannot phone 0839 lines, but we will give an update of what was on the competition lines next issue.

RULES

1. All entrants will be deemed to have read and accepted the rules.
2. No purchase is necessary. This game card can be obtained from Konami (UK) Ltd, Television House, 269 Field Road, Eastcote, Ruislip, Middx HA4 9LS.
3. Cards will be declared void if found mutilated, illegible, altered or tampered with in any way.
4. The editor's decision is final. No correspondence will be entered into.
5. Proof of postage cannot be accepted as proof of receipt.
6. Employees of EMAP or Konami are not eligible to enter.
7. Phone lines are open on 15 October 1993 and close on 14 November 1993.
8. Calls cost 36p per minute cheap rate and 48p per minute at all other times.
9. Length of call will be no more than 96p.
11. Calls from public payphones may be more expensive.
12. If you don't pay the phone bill, please ask permission before you make a call.
13. Competition closes December 1 1993.

HMV GAMES LEVEL ONE

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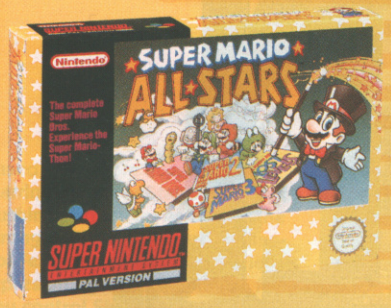
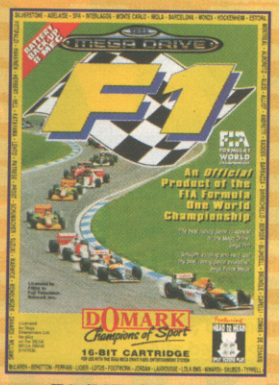


MARIO ALL STARS (SNES)
Now Available

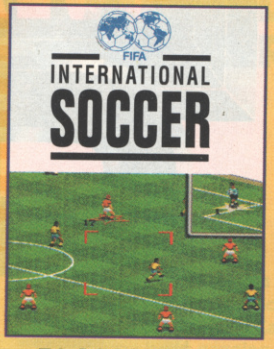


F1 (MD•GG•MS)
October Release

FANTASTIC DIZZY (MD)
October Release

SUPER STAR WARS (SNES)
Now Available

ROCKET KNIGHT ADVENTURES (MD)
Now Available



EA SOCCER (MD)
December Release

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know hmv • know games

Not written by sad gits

(Honest!)

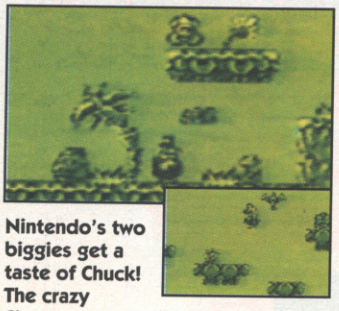
BRITAIN'S BIGGEST AND BEST SELLING SEGA MAGAZINE

SONY STORMS IN!

It seems as if new software companies are cropping up left, right and centre these days, all of them ready to flood the market with even more carts and disks. However, none of the recent crop of softies can claim to have so much product so early in their lives than Sony Imagesoft, who this Christmas plan a head-on assault on the country's game stores with a massive list of titles across a wide range of different formats. CVG popped across to the firm's West End offices to take a peek at just what Sony has got in store over the coming festive period. (Sony: 071-734 5151.)

CHUCK ROCK

SNES/Game Boy



Nintendo's two biggies get a taste of Chuck! The crazy Chromagnon character created by Core and originally released on Amiga gets an airing on SNES and Game Boy in November, and contains all the features which made the floppy version such a hit.

CLIFFHANGER

SNES/Mega Drive /NES/Master System/Game Boy/Game Gear

Based on the big Summer movie starring Sylvester Stallone, Sony is pushing Cliffhanger as one of the strongest titles in its current line-up. Featuring seven tortuous levels representing scenes from the film, you control Sly as you attempt to outwit the terrorists and collect the stolen money which has been scattered across the landscapes. Look out for staggered release during November and December.

BRAM STOKER'S DRACULA

SNES/Mega Drive/ NES/ Master System/Game Boy/Game Gear

Assume the role of Jonathan Harker and hunt down the batty one himself in this video game adaptation of the movie. The Mega-CD version of this game was, to be honest, a bit poor, and it remains to be seen whether Sony has put things right for the cartridge versions. We shall see next issue.

LAST ACTION HERO

SNES/Mega Drive/ NES/Master System/Game Boy/Game Gear

The movie may have had its ass kicked at the box office by Jurassic Park, but Sony is confident that this state of affairs isn't repeated in the video game arena. Become Jack Slater in a left-to-right scrolling beat-'em-up that smacks of Final Fight, taking on many of the baddies from the film. It looks good – let's hope that the finished game has a bit more substance than the movie. Look out for Last Action Hero next month in CVG!

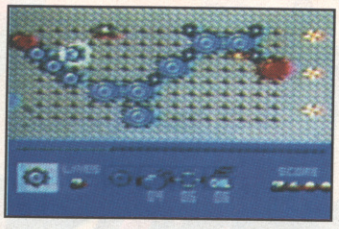
SKYBLAZER

SNES

Sony is going gaga over this one. It's a fantasy adventure set in an age of wizards and warriors. Sky Blazer must rescue the sorceress Arianna from the clutches of the evil Ashura. Do battle against warriors, wizards and a host of different monsters using a wide array of weapons. Possibly the jewel in Sony's Christmas crown, Sky Blazer makes its debut late November.

GEAR WORKS

Game Boy/Game Gear



Handhelds are the domain of puzzle games, and Gear Works could well turn out to be one of the most addictive around! You've got to turn 12 Wonders Of The World into clocks, by linking together cogs while battling against the Poffins, which hinder your progress by rusting gears and other such atrocities. Look out for this one next month.

EQUINOX

SNES

Already reviewed by CVG a few issues back, Equinox received a well-deserved CVG Hit!, for its gorgeous graphics and absorbing gameplay. Similar in style to the old Spectrum smash Knight Lore, Equinox consists of eight huge levels, more than 450 rooms and a stack of obstacles to overcome. Start saving those pennies in time for release next month!

SUPER BOMBERMAN

SNES

Coming to SNES in November, Bomberman leaves behind the PC Engine to try his luck on the 16-bit Nintendo! All the frenzied action is in there, with the player controlling Bomberman in his quest to clear the levels by planting various types of explosive. For the first time, up to four players can participate simultaneously thanks to Nintendo's Multi-Tap – definitely keep your eyes peeled for this 'un!

FLASHBACK

SNES

Already a proven hit on Amiga and Mega Drive, Sony has picked up the rights to produced the SNES version of Delphine's unofficial sequel to Another World. You won't believe your eyes when you see the graphics – rotoscoping techniques have been used to make the characters as realistic as possible – and the gameplay is a corker, too. We've had SNES Flashback in the office (see page 126) for a couple of weeks and it seems every bit as enjoyable as the other versions – keep 'em peeled for a full review next ish!

SENSIBLE SOCCER

SNES/Mega Drive/NES/Master System/Game Boy/Game Gear

Sensible Software's Amiga and PC smash makes its first console appearance next month! Cartridge junkies have been gagging for a slice of Sensisoccer for ages, and from what we've seen they're not going to be disappointed – in fact, their versions seem even better than the original!

COMPETITION

CAPTAIN AMERICA GOODIES

WIN THEM WITH MINDSCAPE!

THE LUCKY FIRST PRIZE WINNER PICKS UP:

1) A MASSIVE (AND WELL-SMART) CAPTAIN AMERICA PRINT TO HANG ON YOUR WALL!
2) A COPY OF THE NEW MARVEL MASTERWORKS COMPILATION!
3) A FAB CAPTAIN AMERICA GRAPHIC NOVEL!
4) A LIMITED EDITION COPY OF THE TOP CAPTAIN AMERICA COMIC!
5) A MINDSCAPE T-SHIRT!
6) A COPY OF THE GAME ON SUPER NINTENDO!

TWO 2ND PRIZE WINNERS RECEIVE:

1) THE MARVEL MASTERWORKS!
2) CAP'S GRAPHIC NOVEL!
3) THE LIMITED EDITION COMIC!
4) A MINDSCAPE T-SHIRT!
5) AND THE GAME!

SEVEN (COUNT 'EM) 3RD PRIZE WINNERS GET:

1) THE GRAPHIC NOVEL!
2) THE COMIC!
3) THE T-SHIRT!
4) AND THE GAME!

AND 50 RUNNERS-UP GET A COPY OF THE COMIC!

It's competition time! CVG, together with Mindscape, creator of Captain America on SNES and Mega Drive, has come up with a bit of a stonker of a comp for you! We're giving away an absolute stack of Captain America goodies – just take a sneaky peek at what you jammy readers could get yer grabbers on!

That's a lot of exceptional prizes – and let's face it, you gamesplaying types don't get half as much reading in as you should do, so we're doing you a bit of a favour.

Anyway, what have you got to do to win? Not a vast amount, as it happens. There are a lot of captains in this world, and Captain America is just one of them. What we want to do is test your captain knowledge, with the following questions:

1. Who was the captain of the England football team in the 1966 World Cup?

2. Who was the Captain of the Starship Enterprise (the wiggy one, not the baldy)?

3. Which captain has a big table and flogs fish fingers?

4. Which captain had a hook instead of a hand in Peter Pan?

Jot down your answers on a postcard or a sealed-down envelope, don't forget to include your name and address, and post your entry off to: I'M NOT A CAPTAIN OR ANYTHING, BUT I HOPE I WIN ANYWAY, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Make sure your entry reaches us by 14 November 1993, or else you'll be a Captain Sad Man with no hope of winning anything.

SMALL PRINT: Employees of Mindscape and EMAP Images, and their relatives, are not allowed to enter. Neither can Captain America, Iron Man, Spiderman, The Hulk or any other superheroes, 'cos they've got top powers and stuff and are too busy saving the world to read comics anyway.

Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.

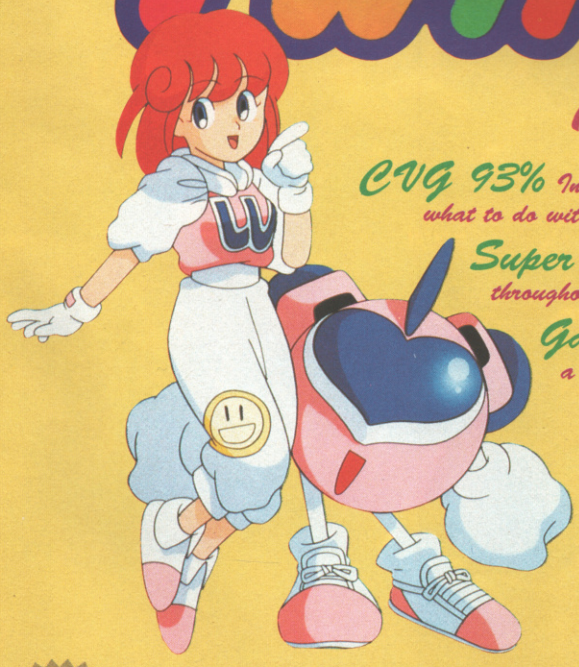
Pop'n TwinBee

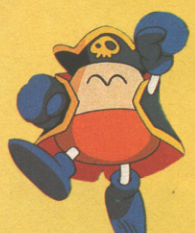
1 or 2 Players

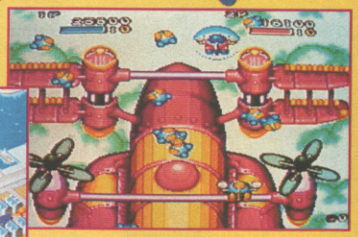
CVG 93% *Incredible gameplay and more features than you know what to do with.*

Super Action 92% *There is near-constant action throughout and never a glitch in sight.*

Game Zone 89% *Pop 'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.*







Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

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COMPETITION

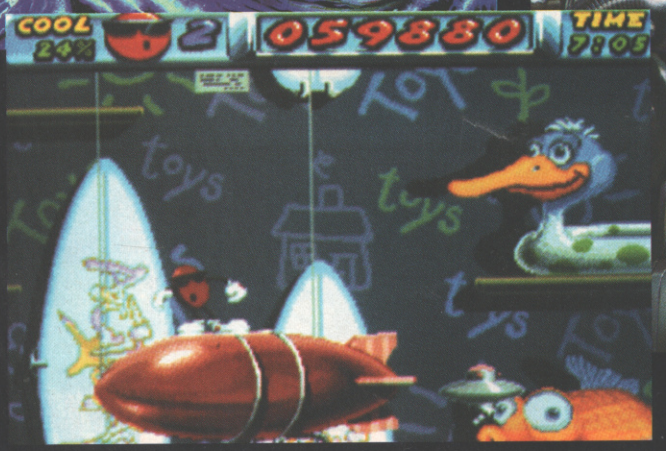
WIN AN ARMFUL OF DON'T LOSE,

The people at Virgin are a busy bunch. They've just whistled out three top Sega versions of the Robocop vs Terminator licence, announced their entry into the Nintendo marketplace, are gearing up for a full-frontal assault on CD AND come up with what looks like a bit of a smart Mega Drive conversion of the cracking SNES puzzle game, The Lost Vikings.

And they've even found the time to give CVG a call and offer up a simply incredible prize to promote their Christmas run-in! You can check out some of the ouch! hot stuff they've got coming in this very issue, but first, take a look at just what you could win if yours is the name plucked out of the CVG stormtrooper helmet:

A spanky new SNES!
A marvellous Mega-CD!
A great Game Gear!
A mean Mega Drive!
A gob-smackin' Game Boy!
A superb Sega Master System!
AND an amazing Amiga!

Win this competition and you can play Virgin's Cool Spot on SNES, Mega Drive and Game Gear. If you buy the game, that is.



Cool Spot on Mega Drive – just one of literally many games you could play if you won these amazing games machines!

Virgin has put two formidable combatants together in Robocop vs Terminator!

GAMES MACHINES WITH CREEP!

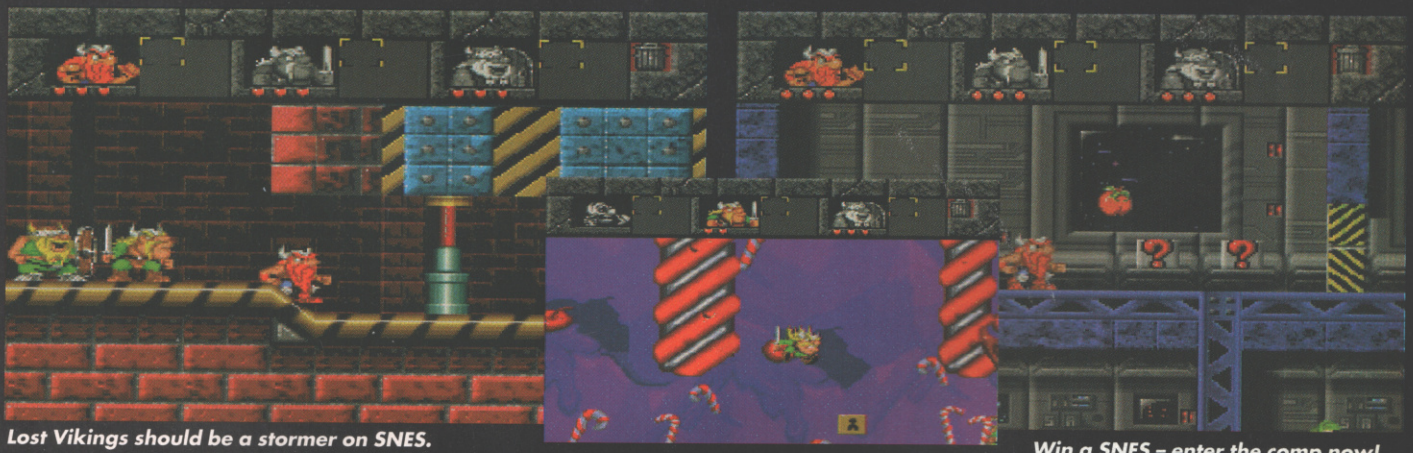
By our reckoning, that little lot tots up to a few quid short of ELEVEN HUNDRED POUNDS! Not too shabby, eh? After winning, all you'll need is a great big mountain of four-socket adaptors to plug them all into!

Well, that's the prize – what have you got to do to get your hands on it?
What we'd like you to do is this; whip out yer crayons, grab a piece of paper and get your comedy head on, 'cos we want to see comedy cartoon strips featuring Robocop, The Terminator AND Cool Spot? Sounds like a wacky idea? Good – we want your creation to be as humorous as possible. It doesn't matter how good you are at drawing – it's a good old laugh we're after. And, just in case we can't separate the entries, we'd also like you to complete the following sentence in an apt and original way, in not more than 15 words:

IF I EVER BUMPED INTO ROBOCOP AND THE TERMINATOR I'D...

So there you go. Once your entry is complete, slip it in an envelope and post it to us at: CAN I HAVE A LYNX INSTEAD, 'COS I'VE ALREADY GOT A MASTER SYSTEM, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And make sure your entry reaches us by November 15, 1993, otherwise it'll cop for a swift termination. Good luck!

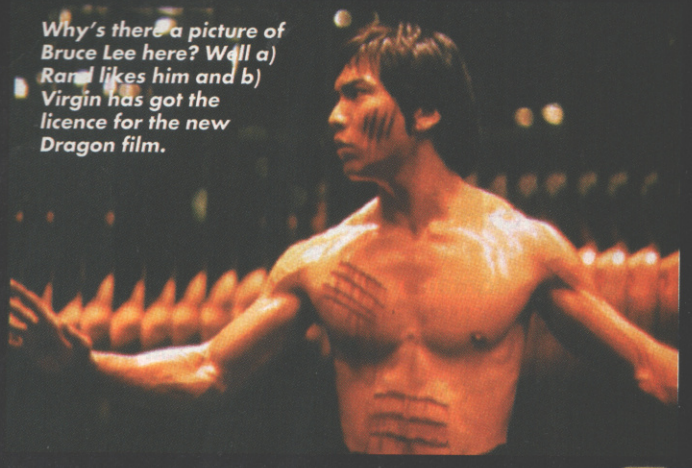
SMALL PRINT: This competition is not open to employees of EMAP Images or Virgin Interactive Entertainment, or to the relatives thereof. The editor's decision is final, and, erm, blimey, it gets hard to think of new things to write in this part of the competition. Stormtrooper helmet winner-pulling is subject to the entries fitting into it.



Lost Vikings should be a stormer on SNES.

Win a SNES – enter the comp now!

Which is the best format to play Dune? Win this compo and find out.



Why's there a picture of Bruce Lee here? Well a) Rand likes him and b) Virgin has got the licence for the new Dragon film.

WORD UP WITH PAUL

HUZZAH! Welcome to the mightiest games mag known to man! From this issue Yours Truly slides into the Editor's throne left vacant by Garth, who's gone to work for Sega, testing their games to make sure they're up to scratch. Which explains why a strawberry-blond Geordie gets to edit everyone's favourite games mag.

And that's not all – it's Big Change Central at CVG this month, with no less than THREE new staff members on the team! Ladies first and all that, AMANDA TIPPING scoops the world to join CVG after a stint freelancing for national newspapers, including my favourite, The Sun! Fleet Street's loss is our gain. Some of you may already know DENIZ AHMET from his years as Games Editor on Satellite Times, which got to be so good that we even started to worry! Amanda and Deniz are both games loonies as well as damned fine writers, so I know you're all going to get along just fine. And to complete the terrific trio, please raise your glasses for GARY LORD! Gaz is CVG's new Production Editor, which means he gets to shout at everyone when they're not getting the copy written on time.

Now all that's out of the way, on to the really important stuff: this issue's full of more scoops than Mister Frostie's trousers, with Exclusives on all sorts of stuff. Check out our in-depth coverage of Robocop vs Terminator on all formats, together with more hot stuff than is safe to stand. This month we've flown all the way to Japan to bring back Exclusive news on all the hottest coin-ops – including the awesome Super Streetfighter – and the full SP from the recent Nintendo show in Tokyo! These are just a few of the treats in store this issue, and it must be said we're rather proud of the mag. So once again, welcome to the future of video games, and beware that prolonged exposure to these ridiculously good pages may induce the odd spasm (no extra charge). If in doubt, consult your doctor...

See you *next month!*

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- DSP Card (for Pilotwings or Mario Kart) available soon!
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STOP PRESS!

CHEAP SNES GAMES FOR XMAS?

It looks as though Nintendo has backed down on its pricing policy for third party publishers! At present, Nintendo of Japan has been forcing the likes of EA, Konami et al to purchase their cartridges in yen, which has gone through the roof during the past couple of months from 160 to 240. What that meant was, basically, software companies would have had to release their SNES games at around £50+ in this country. What was compounding matters was that Nintendo were still releasing their own carts at £39.99, forcing Electronic Arts to announce their pulling-out of the Nintendo marketplace.

Now, Nintendo has stated that companies can buy their carts in dollars, which are much cheaper and should pave the way for less expensive SNES games this Christmas. EA has announced that it will now be continuing its European SNES activities thanks to this move – so you can disregard the story in this month's News. Hurrah!

SPOT THE SHOT!

Doh! Because we've all been rushing around like blue-bummed flies, grabbing exclusives galore and all sorts of top features for this issue, we, erm, forgot to leave a space in News for this month's Spot The Shot comp. But never fear, CVG's here with the latest in the line of pulled-apart piccies to tease, tantalise and earn one lucky reader a £50 software prize!

This month, the pic we've messed around with is – but wait a mo, you're supposed to tell us, aren't you! It's in the mag somewhere in its correct state; all we want you to do is send us a postcard telling us which one it is. Send your entry to SPOT THE SHOT 6 at the usual CVG address and you could be the lucky winner!

MEET THE CVG CREW:

PAUL

Our man Rand gets all the best freebies now he's in the hotseat (which probably explains why we couldn't find him on the day the mag was going to press), but his favourite blag has to be the week he spent in West Palm Beach with Virgin almost exactly a year ago! 'It were grand,' beamed Paul. 'Muhammed Ali was there, and so was Greg Norman. Greg spoke to me, in fact!' And what were the words uttered to our Ed by the Great White Shark? 'Excuse me, I think you're sitting in my seat.' Doh!

GARY

Gaz's best freebie was courtesy of US Gold, the excuse being that they were releasing a game which had "something to do with planes" (he's a one for detail is our new Prod Ed). Anyway, the Goldies From Brum paid for him to do a parachute jump (blimey, he must have given one of their games a slating!). To Gaz's relief he never acutally got to jump because on both attempts it was too foggy: 'This was hardly surprising though,' says Gaz, 'They'd built the aerodrome on top of the foggiest hill in the country!' Anyone who thinks Gary just bottled it can send derogatory postcards to the usual address.

DENIZ

Having been Games Editor of Satellite Times for four years, you'd expect Den to have been inundated with invitations across The Pond to spend every spare weekend sunning it up with all the top movie stars – and starlets! So you'd probably be surprised to hear that the man Ahmet's best freebie ever was...wait for it...a synthesiser. Any hilarious anecdotes attached to this tale of musical gratuity? 'Erm,' exclaimed Deniz. No doubt Rand will be letting him have some of his top blags out of pity. (Snigger – Ed)

AMANDA

'That was an excellent holiday!' beamed Ms Tipping as she told us a jolly story of her free trip to the South of France to cover a resort over there. Amanda picks up the plot: 'I was supposed to be going on my own, but I persuaded the company giving me the freebie that I needed a photographer to go with me, and they agreed. Funny, I didn't know until then that my boyfriend could use a camera!' No doubt our Publisher will be bearing this tawdry tale in mind when it's time to send someome to Las Vegas CES...

JULIE

Poor old Julie. She's not a very popular person, hence she only gets the gifts that no-one else wants. To date, CVG's Art Ed has received a T-shirt with a satanist on the front, a couple of rather poor heavy metal CDs and a Mario All-Stars shirt which Paul, in a rare fit of generosity, gave her. So come on, softies, put a smile on our Heapy's chops and give her some free stuff – we promise we won't nick it before she gets to check the mail!

STEVE

He likes a blag, does CVG's esteemed Managing Editor. But none could possibly match the receipt of FREE money while strolling casually down the high street! 'I was walking down the road, past the cash dispensing machine, when all of a sudden it started to spew out money! I was in two minds as to what to do, but then my conscience took over and I...' Steve declined to finish the story for legal reasons – but the CVG team are well impressed by his brand new £200 snakeskin sandals!

GARRY

He's football crazy! He's football mad! He's The Wodge, CVG's Publisher! Recently Garry was invited to a special VIP dinner at Wembley, the highlight of which was the exciting England vs Poland World Cup qualifier. Wodge was the life and soul of the party, and even made two new friends – Colin the waiter took a particular shine to Gaz, and the important person from Dixons even managed a smile, once.

REVIEW

MEGA DRIVE | by VIRGIN | £44.99

OUT: December. Contact Virgin (081 960 2255) for information

ROBOCOP VERSUS THE TERMINATOR

Take two of the hardest characters in cinema history and tell 'em to fight each other. Now concoct a half-baked plot to justify the ensuing mayhem and hey presto! Robocop vs The Terminator.

Follow this for a plot. Seeing as how Robocop was the first incidence of a human brain connecting directly with a computer, the scientists working on the creation of Skynet decide to use his technology to help them. Once Skynet is up and running however, it gains self-awareness and determines mankind to be the root of all the world's problems (pretty perceptive huh?) and launches the war seen in the Terminator films.

The reasoning behind why Terminators are trying to destroy Robo, and how he winds up in the future is a little sketchy, but then when has a sensible plot ever been necessary for a shoot-'em-up? Just get the two android annihilators together and watch the sparks fly.

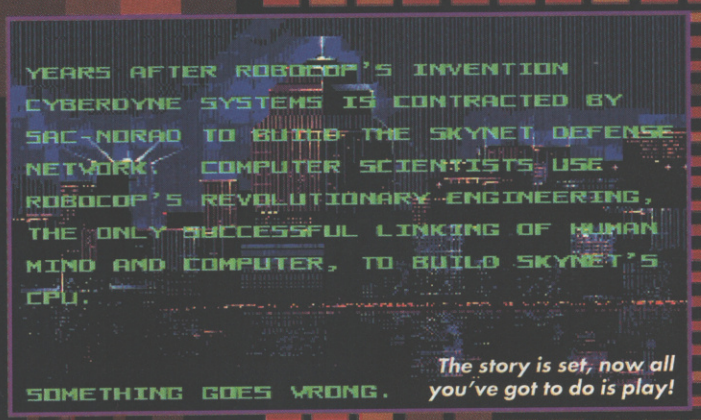
Guns, guns, guns

You wouldn't expect a law-dealing mechanoid like Robocop to dispense justice merely armed with a ticket book and a few helpful pamphlets. Equally you wouldn't expect him to just carry a single weapon in his leg (you've seen the film, you know what I'm talking about). As he battles his way through each level, Robo has the opportunity to pick up what best comes under the term of 'stupid guns'. Stupid in that they fire a stupid amount of ammo and do a stupid amount of damage. Just the way it should be. See the panel for details.

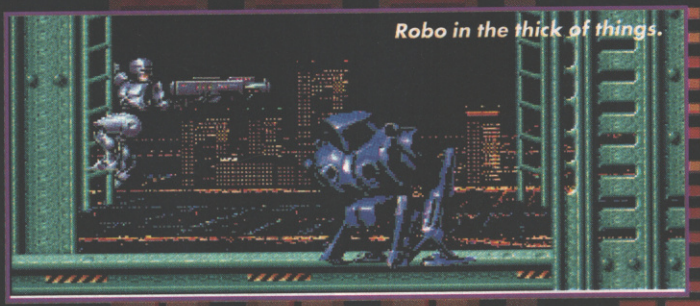
He'll be back

Robocop first encounters the deadly Terminators in the OCP building in present-day Detroit. In the early stages of the game the future killers come in two varieties – endoskeletal and Arniefied. If they're wearing their human skin covering it needs a few clips worth of ammo more than usual.

Once into the future you come across a third type of Terminator (not including the end-of-level guardian variants) – the red terminator. Even harder than the others and 10 times as dangerous; when a red terminator walks on to the screen you're best advised to take cover.



The story is set, now all you've got to do is play!



Robo in the thick of things.

Don't shoot the hostages

Unfortunately this isn't even an option. Hostages are sometimes to be found scattered throughout a level (citizens and OCP employees in the first few levels, resistance fighters in the latter) and it's up to Robo to see them to safety. It's a good thing they are immune to bullets, as usually they're surrounded by so much unfriendly firepower that to get to them you practically have to nuke everything in sight.

Hit 'em in the head and watch them explode

The Mary Whitehouse brigade will come down on us like a ton of bricks for this but... the most satisfying aspect is when you shoot someone made of flesh and blood, you get to see most of it distributed across the screen. Humans have a tendency to explode violently when shot. In contrast Robocop looks sad when he just collapses to his knees and says "Urgh".

There is an option to tone down all this red-coated carnage, but unfortunately it involves going out to Dixons, buying a SNES and playing that version. For Megadrive owners it's blood or nothing I'm afraid.

Paul Presley

VERDICT

Yes! Action, excitement, gratuitous violence, extremely large guns and just plain silly amounts of bullets! All the perfect ingredients for the most perfect shoot-'em-up to make its perfect way on to our perfect screens. There's hardly a bad word to be say about Robo vs The T-Man, apart from you can't play as the Terminator. The learning curve is spot-on, with the first levels being only slightly tricky and the subsequent ones just getting more so. The graphics are brilliant, the sound superb and the atmosphere intense. GET THIS NOW!!!

GARTH SUMPTER

That's some SERIOUS firepower!

An awesome arsenal awaits our Arnie-annihilator. Here are some of the better weapons:

The grenade launcher. Fire a grenade then guide it around the screen. Just the thing for shooting that bad guy around the corner.

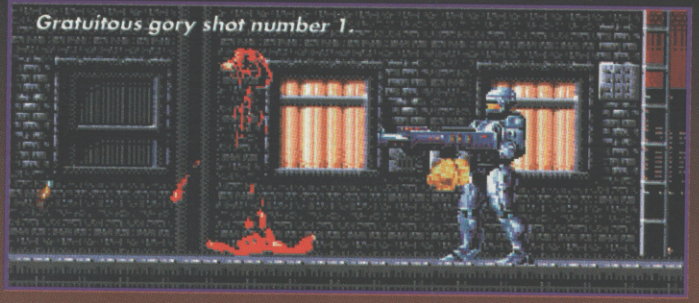
The homing missiles. Once fired these automatically home in on the nearest opponent.

The laser pistol. The first of the futuristic weapons is awesomely powerful against Detroitians but hopelessly outclassed against Skynet's forces.

The laser cannon. Now we're talking. Terminators are vapourised with a single shot, machinery doesn't stand a chance and it makes a cool "Whump-whump" noise. Yeeeahh!

The ED-209 cannon. Just the thing for making people stop and say "My God that's chuffing enormous". Can be obtained by shooting it off the front of an ED-209.

The three-way flamethrower. The weapon with the widest spread also has a distinct bonus. You can shoot enemy bullets with it, making life a hell of a lot safer.



Gratuitous gory shot number 1.

He said he'd be back!

Ever remindful of his childhood, Robo doesn't like to play with fire.

A QUICK TOUR OF THE FUTURE

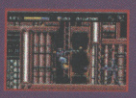
These are just some of the exciting locations awaiting you on your trip to tomorrow.

Don't panic if the thought of fighting your way through an apocalyptic future sounds too tough. Robo starts his march of carnage in present day Detroit, laying waste to hoodlums, thugs, despots and other low-life vagabonds.

The OCP building serves as a useful backdrop for some totally gratuitous damage. With a mission brief of 'rescue the hostages and trash the building' you know you're on for some serious weapon misuse.

A trip around the toxic waste plant is always a hair-raising affair. Coming complete with acid vats and gas leaks, you'll also have a run in with your former arch-nemesis Robocop 2, the killer Cain.

Wandering around the deserted streets of a war-torn future, Robocop starts to encounter the Terminator army in force. Everything from Arnie-droids to mechanical spiders is thrown at him.



The Skynet base. Peaceful, serene, full of local colour, atmosphere and death-dealing robotic defences. What more could the happy tourist want?

VERDICT

Here's a marvellous game starring everyone's favourite metal-heads, knocking lumps out of everything and anything that gets in their way. The graphics in Robocop vs Terminator are incredible; all the sprites are beautifully detailed and superbly animated, the blood is splashed about liberally which gives the player the feel that these two characters really don't care who gets caught in the crossfire, and the gameplay is pitched just right – starts hard, gets even harder, never becomes dull. Vicious, violent and tons of fun – get it!

PAUL RAND

ED-dy baby!
Long time no see. Here, have some hot lead for your trouble.

MEGA DRIVE

PROS: Just about everything. Excellent licence, excellent game.

CONS: Nothing (except the lack of a Terminator control option).

GRAPHICS 92

Detailed sprites and excellent animation. Blood count a little high though.

SOUND 93

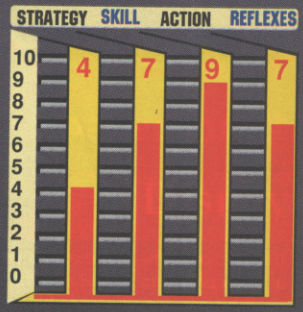
Loud and violent. Sound doesn't get much better than this. Pump that volume right up.

GAMEPLAY 93

Well 'ard, well violent, well difficult and well balanced (unlike me).

VALUE 89

Plenty of levels to to keep you happy, and the learning curve is just right.



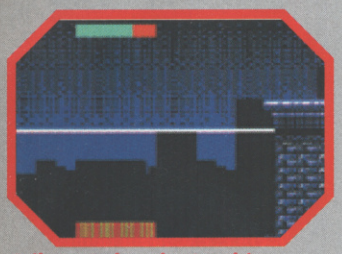
MISS OK! HIT

93

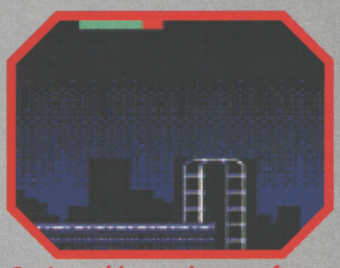
MASTER SYSTEM | by VIRGIN | £34.99

Out December. Contact Virgin (081-960 2255) for information

ROBOCOP VS TERMINATOR



Crikey, Robo, that's a big weapon you've got there!



Can't see him getting up after that blast, can you?

The clash of titanium comes to the 8-bit Sega with a vengeance!

Yes, it's a licensing frenzy as two of the movie world's biggest metallic bad boys come together to duke it out on the Master System. But who will be victorious?

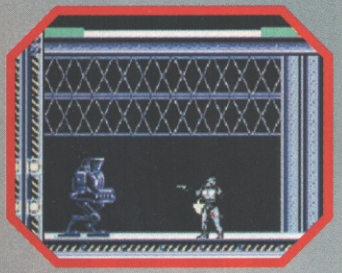
Metal mashing

As regular readers will know, the plot of this game is based on the Dark Horse comics of the same name wherein a gang of Terminators gets sent from the future to cause trouble on Robocop's beat in Old Detroit. You play Roboplod himself, in what is ostensibly a platform game. You start off in the streets of old Detroit, doing your bit for community policing by blowing away all the gun-toting layabouts who populate the streets, but by the end of the game you're taking on the Terminators on their own territory, the post apocalypse ruins of the future. In between you visit the Delta City Construction yards, the Toxic Farms, the OCP offices, the UN Complex, the Terminator outpost and the underground bunker, and there are also a couple of hidden levels to boot. The ultimate aim is to destroy the Skynet CPU, thereby saving mankind from the machines. You come up against heavily armed Terminators and Terminator Endoskeletons, as well as horrid Terminator Spiders and scary Terminator Mutts, and those Hunter Killer craft from the start of Terminator 1 and 2. And as if that wasn't enough, you also meet, as an end-of-level guardian, Robocop's old adversary, the ED-209 unit.

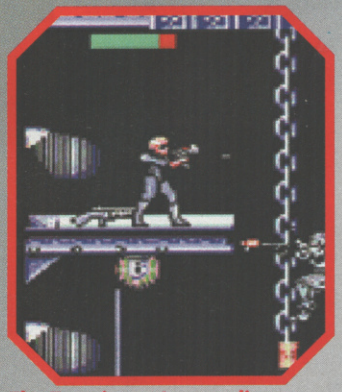
Erm, you should be gunning for the baddy, not the unarmed civilian. Perhaps Los Angeles would be a better beat, Robo?

Don't move, creep

Robocop himself can jump, climb ladders and travel along overhanging wires, and he can also shoot his bullets in eight different directions. There are extra lives to be had, lying around in the shape of spare Robo heads, and jars of baby food to beef you up. On top of these, there are also lots of bigger and more impressive weapons to pick up, such as lasers, high-power shots and homing missiles. Beats keeping the streets safe with only a stout billy club, doesn't it?



Uh-oh! It's Cain, out of Robocop 2! Fill him full of lead.



The Terminator's guarding a well-smart gun.

VERDICT

This version of the game comes very close to the Mega Drive version in terms of gameplay and layout and the graphics are as good as any I've seen on an 8-bit console. It's very bloodthirsty mind, with humans screaming and exploding in a shower of gore when you 'caution them' with your sidearm, and lots of stripping the Terminators down to their endoskeletons. Very atmospheric. The Robocop sprite is a bit off-putting though, he leaps about like a newborn lamb. It's only a little gripe, though; all in all, a marvellously addictive game.

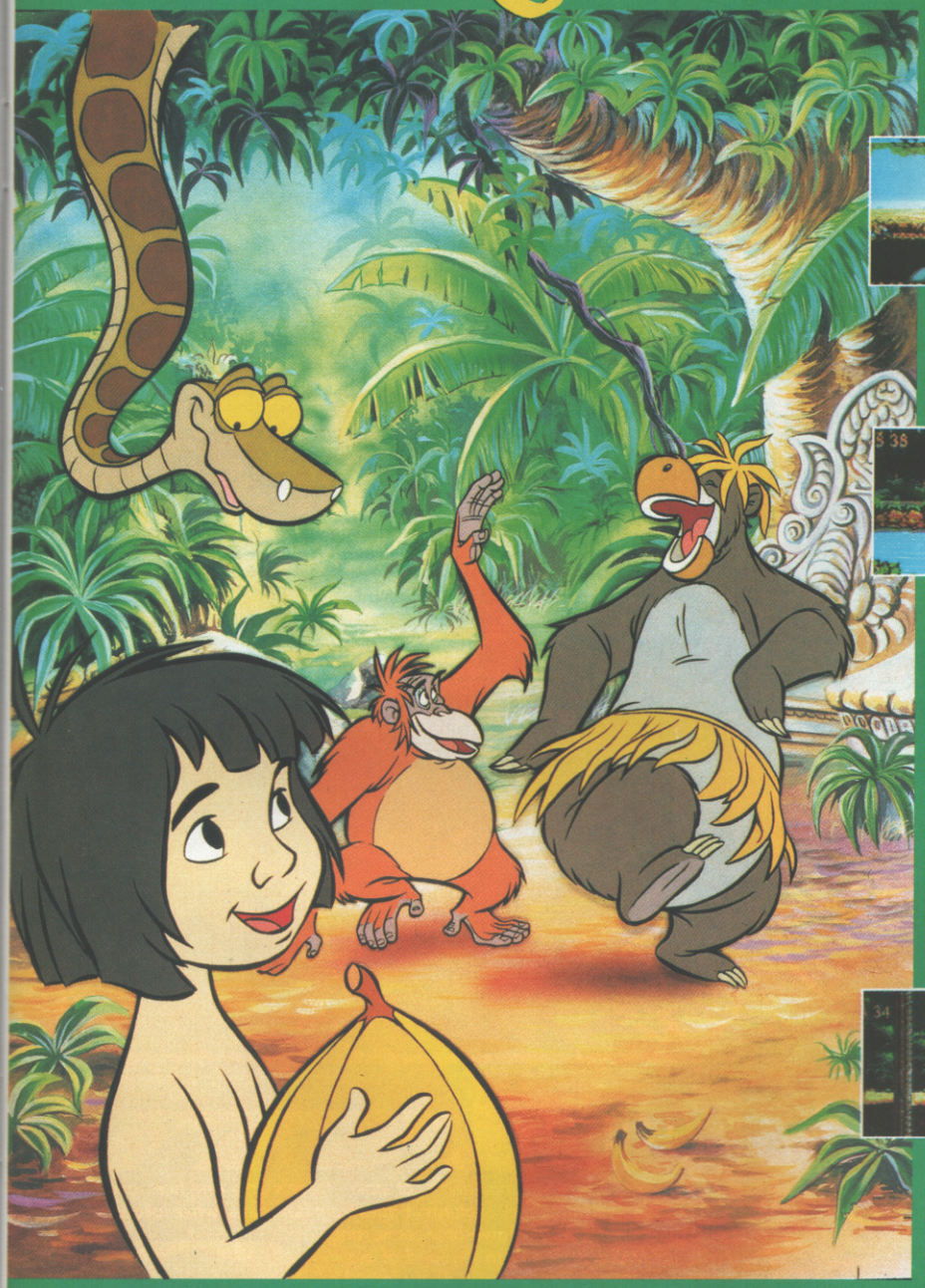
GARTH SUMPTER

GRAPHICS	SOUND	GAMEPLAY	VALUE
88	85	84	86

STRATEGY	SKILL	ACTION	REFLEXES
4	8	9	8

87

Walt Disney's Classic
The Jungle Book



Get down to the bare necessities of life and escort Mowgli through the jungle to the safety of the human village. Fight the boggle-eyed snake, Kaa, and defeat Shere Khan the hungry tiger, in this exciting adventure based on the Disney's classic! It'll drive you ape crazy!

SEGA GAME GEAR

SEGA Master System

Virgin

Available on Sega Game Gear™ & Master System™ soon.

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REVIEW

SNES ▸ by INTERPLAY ▸ £TBA

Out January. Contact Interplay (0865 390029) for information

ROBOCOP VERSUS TERMINATOR

I've got to kill loads of terminators before I get out of here, so does anyone know the way to Southend?

Place your bets for the clash of the titans – my money's on metal head (doh!)

Robocop is tougher than your mum's ironing board. But can he kick the ass of his latest opponent? 'Cos last thing we heard was The Terminator had just called Robo a big girl's pair of pants

Robocop is a good guy, but in a bad sort of way. The Terminator though, is bad at being good and good at being bad (work it out). And they're about to meet because Skynet has sent stack loads of Terminators back in time to our future (don't ask) to dispose of Murphy before he becomes the tin man (definitely don't ask).

Rampage

Naturally, Robo is naffed off with the prospect of being dead before he is even created, so he goes on the rampage in the name of the law. Each level has a 'prime directive', but sometimes it's just good old fashioned violence with the occasional hostage rescue thrown in.

Each level presents an eight-way maze of awkward scenery; ladders are plentiful, but so are dodgy platforms and shameless holes. Often a false step will send Robocop plummeting through layers of platforms which you've just got to the top of.

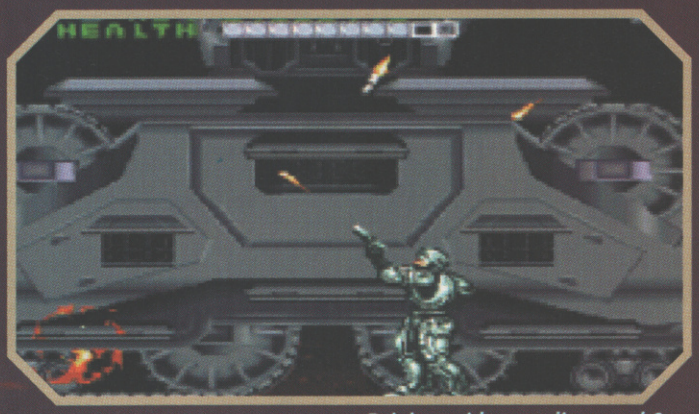
Levels get bigger and more illogical in layout. Additionally, an element of scenery interaction is introduced by lifts, cables to swing on and security doors which only open with the destruction of their control panels. In later levels you'll find these play a key role in providing access to new areas.

It's terminal

But hey. I haven't mentioned any Terminators yet. Why? Well that's because it's not until you've cleaned

Dear old Ed, we've been through some tough times together.

Hey, you're big. When was the last time you saw your feet?



Driving with out a licence eh?

IT'S A FILM, IT'S A GAME, IT'S A COMIC

Comic fans will probably be aware of the Robocop Vs Terminator series of stories published by Dark Horse publishing. Established to explore the unlikely scenario of this spooky duel, this small company run by Frank Miller has enjoyed great success bonding the strong link between comics and films. Perhaps the most famous comic link was forged with the Batman Dark Horse series which provided the inspiration for Tim Burton's Goth atmosphere in the Batman films. Other classic Dark Horse comics already in game form are Robocop 3 and Alien 3. Take a look for a solid read.

VERDICT

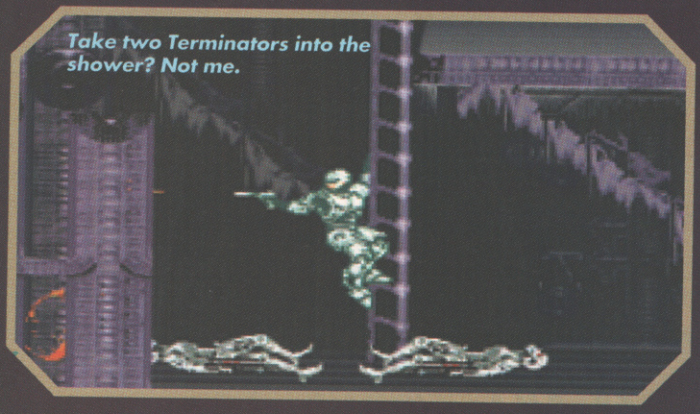
Why is that whenever mankind is at stake, there's only one hero available? Robo Vs Terminator captures images from both films, while following the plot of Frank Miller's awesome comic range. The result is a stomp in to the land of eight-way scrolling blast-'em-ups. There are 12 tricky levels, but the action will seem overwhelmingly long before that. Thankfully, passwords prevent the whole thing from becoming boringly frustrating, because if you stick with this game you'll be rewarded by the later levels. This is quality platform carnage.

GARTH SUMPTER

VERDICT

Apart from the odd bimbo appearing, avid defenders of the universe will delight in this tense game which captures certain scenes from both films. The action starts the moment you pick up the joypad, so there's no time to fiddle with the controls. I'm not the greatest fan of saving the world, but there's enough going on in this to keep you contented for hours. Baddies galore, acid baths and powerful weapons combine the ideal ingredients for a fast-action game packed into 12 levels providing tough challenges for a change.

PAUL RAND



Take two Terminators into the shower? Not me.

up the first few levels that you eventually encounter a Terminator, and make no mistake, you'll know it's him, because it takes a number of shots to kill him. The strategy for dealing with the Terminators is basically to ensure you have the most powerful weapon at hand when you encounter them. Thankfully, such encounters tend to come with the odd smart bomb or energy boost near by so it's not all grim.

Moviedrome

Robo Vs Terminator does recreate the atmosphere of the movies well, especially impressive is the floor of rotten skulls scene taken from the start of T2, and the classic duel between Robocop and ED-209. For some reason, many of the baddies are girlies with the obligatory heaving chests, but don't get too close, otherwise the only chest you'll be feeling is your own, and it will be pumped full of lead. As for the end of level bosses, they just get bigger and bigger in a 'give me a break' kind of way.

This game's bound to be a huge hit. It's full of the kind of gameplay which made Super Probotector such a massive game about a year ago. Your parents wouldn't approve of it, but hey, that must mean it's good.

Deniz Ahmet

The skulls are collectables, and the next level is in a cute-style – as if!

Ooer, doesn't anyone use tissues to blow their nose? All that dripping slime is zapping my energy.

GUN HO!

When you're up against the Terminator it's not enough to be tough. You need armoury that's harder than a Terminator's tooth. There are seven weapons to collect in the game, but we don't want to spoil the surprise by revealing all of them, so here are our top three favourites.

ED-209 gun: big and hefty, this device is identical to that used by the 209 machine. You might find one lying around or you can steal the original item when you defeat the 209 towards the start of the game. It's quick on the draw and a fine all-rounder.

Grenade launcher: if massive damage is your cup of T(2). then seek this one out. It's perhaps the slowest weapon, but great at long distance targeting once you get the hang of it.

Laser Cannon: as usual laser cannons can dispose of most baddies with just a few shots. Just don't expect to fire 180 rounds per minute. This one's good at close range.

SNES

PROS:
Good boy's game. Lots of violence.

CONS:
Bad girl's game. No romance.

GRAPHICS 88%
Moody and smooth, but no new ideas. Some great backgrounds too.

SOUND 78%
Some ripping sound effects but the soundtrack doesn't compliment the action.

GAMEPLAY 87%
Non-stop carnage and platform hopping, flawed by frustrating difficulty curve.

VALUE 90%
Plenty of levels, but similar styles. You'll be pumping lead for weeks.

88

It's official: We're the best!

GOT A NINTENDO? GET SMART. GET NMS. (OR GET STUFFED.)

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SEGA at WOOLWORTHS

REVIEW

MEGA DRIVE | by CAPCOM | £59.99

OUT: October. Contact Sega (071 373 3000) for information.

STREET FIGHTER II

SPECIAL CHAMPION EDITION

The biggest game EVER finally gets its Mega Drive airing – and it's an absolute

MONSTER!

Pay attention to every word contained on these two pages as they form the review for the most eagerly awaited game the Mega Drive has ever seen. Of course this kind of statement has appeared in console mags before, however in this case it is the simple truth. Street Fighter II: Special Champion Edition assures Mega Drive owners their console is the bearer of a near-flawless home conversion of one of the most magnificent coin-ops in the history of video games, and then some! Not only does this monster 24-meg cart house both the Champion Edition and the Turbo enhancements but a whole host of other options too that are unique to the Mega Drive.

Stacks of Streefighters

It isn't necessary for us to point out the overbearing significance of Street Fighter II. Any game that spawns two sequels which are as popular — if not more so — than the original indicates that the programmers are on to something! The 1991 version of Streetfighter II allows players to chose from eight 'World Warriors' who proceed to compete against each other in brutal combat. After besting their associates in a series of 'best-of-three' bouts a further four 'Boss' characters present themselves as the final obstacles before the title of World Warrior is achieved.

In its most basic form Streetfighter II not only secured many spaces in the arcades but earned a fortune in the process. A year later Capcom announced a revamped version and called it 'Streetfighter '92: Champion Edition'. And now it's on Mega Drive. The basic mechanics of the original game are given a complete overhaul in Champion Edition. Speed is increased, the sound effects bettered and the characters' fighting abilities improved. More significantly players may choose to play as the four bosses alongside being able to choose identical characters for two-player vs games. And, for £59.99 not only does the buyer get an arcade perfect translation of Champion Edition, with every last pixel of the front-end presentation intact, but the Turbo enhancements as well!

A hard smack to the shin – ouch!

Match-up

Mega Drive Streetfighter II is entitled Special Champion Edition because it has the exclusive Match/Elimination option. Here players choose a team to compete against a friend's selection. The winner of the most bouts is deigned champion. In the Match option players have a single bout to decide who's master. Amazingly this isn't the end to the player-controlled refinements. Any character's special moves are accessible to either able or disable, therefore handicapping players who rely too heavily on one tactic. And, with the aid of a ten-star variable speed setting option, players may battle against the computer or a friend at whichever speed they please.

WOULD YOU SPILL THEIR PERRIER?

What more is there to say except a few words of re-introduction to the men and woman who began this craze in the first place.

RYU

Along with Sagat, Ryu is the only character who has made it from the original Street Fighter coin-op where he was destined to become champion with his mighty Dragon Punch. Not only does he have this technique, but Ryu can also summon fireballs from his hands and churns the air with his powerful legs as he performs a Hurricane Kick. Ryu represents Japan and trained in the art of Karate under the teaching of the legendary Sheng Long.

Turbo enhancements: Air Hurricane Kick and a fabled Burning Dragon Punch. Wicked.

Honda gets it in the neck.

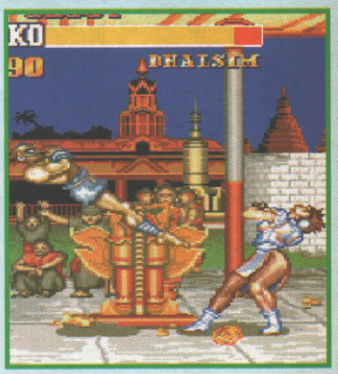
CHUN LI

Always renowned for her speed, China must be proud of such a determined fighter as Miss Li. Though her claim of being the strongest woman in the world hasn't rung exactly true in the past, this female powerhouse now has more tactics at her beck and call than most any other fighter in this fine tournament.

Turbo enhancements: Spinning Bird Kick performed whilst in mid air, a Wusha Fireball and she is more resilient.

Banzai!

{Left} All go at the airfield!



Dhalsim's all in a spin.

KEN

Another student of Sheng Long, Ken travelled to America — the country he has chosen to represent — where he has learned to improve his phenomenal technique. His moves are exactly the same as Ryu's, only his Dragon Punch swings out in a wider arc and his throwing techniques are more spectacular than before.

Turbo enhancements: Air Hurricane Kick and the still fabled Burning Dragon Punch.

VERDICT

Streetfighter 2: Special Champion Edition is incredible! Arcade-perfect presentation shines through in this 24Mb monster, with coin-op quality graphics and more options than you know what to do with. Sampled sound is slightly scratchy, but the music is great and you know about it when a kick or punch makes contact! Playability is the vital ingredient in any game, and Streetfighter II: Special Champion Edition seems to have stolen more than its fair share! This is a classic game and, at £59.99, one worth making sacrifices for.

PAUL RAND

ZANGIEF

A bear-wrestling giant whose Spinning Piledriver is the most feared manoeuvre in all the game. He's slow but immensely powerful. Only the most skilled players need apply when choosing Zangief to fight for them!

Turbo enhancements: Super Lariat – Zangief is more steady on his feet for this tactic which previously left him susceptible to being tripped.

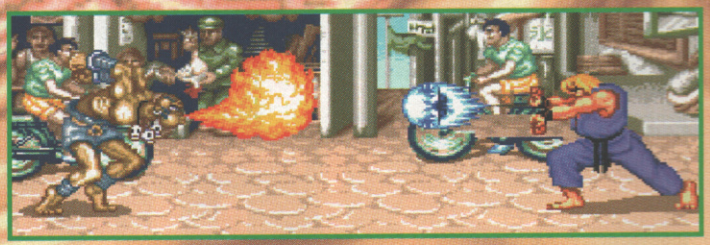
(Left) Spinning bird kick!

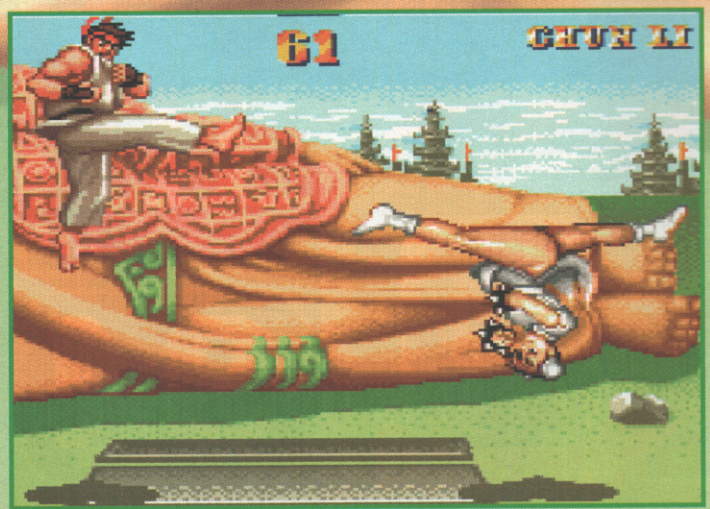
Dhalsim's skills are stretched.

BLANKA

Rio de Janeiro's electrically charged representative uses his stature to his advantage. His special attacks depend on his ability to tuck himself into a ball. From this position he either rolls at his opponent like a cannon ball or charges his body with electricity creating a deadly protective barrier.

Turbo enhancements: A vertical roll. Blanka is also less susceptible to damage when cannonballing into an opponent.





STREET FIGHTER II'

SPECIAL CHAMPION EDITION

Yeeha! What a throw!

The dancers seem unconcerned.

Bison lets fly with the fists.

DHALSIM

India's most revered practitioner of Yoga is more elusive than ever in Streetfighter 2 Special Champion Edition. From his body are issued moves that are only possible through his powerful meditation. Dhalsim may breath and spit fire and his limbs stretch out of proportion to reach the target.

Turbo enhancements: Opponents are baffled by Dhalsim's new-found teleportation technique.

GUILE

There's no doubting that Guile is the strangest fighter in the tournament. Skillful players were unstoppable when using Guile in the original version of the game and it has taken two editions of Street Fighter II just to tone the guy down! Guile's Flash Kick and Sonic Boom are horrifyingly effective when used in combination attacks, guaranteeing the US Vet continued popularity.

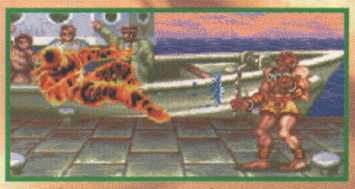
Turbo enhancements: Guile's Flash Kick may account for two hits now!

E.HONDA

Respect for this big boy is due and his flabby form is packed with muscle. The effects of Honda's combos are akin to those of diving under the tracks of a tank. His opponents rue the day that Japan's leading Sumo wrestler learned to hundred-hand-slap whilst on the move — once caught within the maelstrom of arms and fist there is little chance of escape! Honda is more suited to the more calculating mind.

Turbo enhancements: Honda's only addition to his repertoire is a Sumo Press. Similar to Blanka's vertical roll the Sumo press is hard to predict and is murderous!

'Ouch!' exclaimed Ryu.



It's The Human Torch!

VERDICT

The biggest game for a decade has landed on the Mega Drive and it's the finest you'll see on the system – in fact, it's arguably better than the coin-ops which it's based upon! Graphics are arcade perfect, sound is ace (apart from a few scruffy samples) and gameplay is second to none. The two-player game is the one which makes this cart, but even if you've got no friends you'll be playing for years to come. At last, Mega Drive owners can come out of the shadow cast by the SNES version of Streetfighter

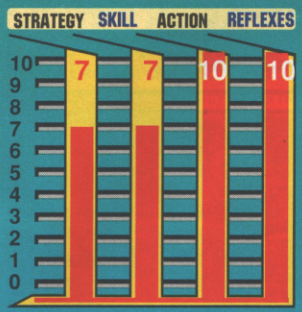
GARTH SUMPTER

MEGA DRIVE

PROS: The best beat 'em up ever seen on the Mega Drive, bar none

CONS: Erm, some of the sound's a bit crackly. That's it.

GRAPHICS	Some of the finest characters and backdrops ever seen in a video game.	96
SOUND	Speech is scruffy, but the music is faithful and impact effects are great.	88
GAMEPLAY	Huge range of options and unrivalled playability- SF2:SCE has it all.	96
VALUE	Even one player, you'll be at it for years – two players should give up life!	95



MISS OK! HIT

94

QJ Controllers

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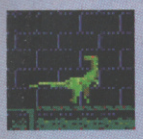
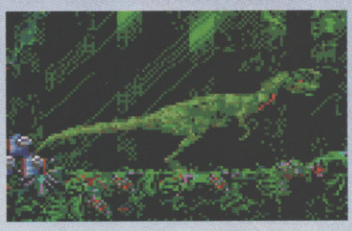
COMPETITION





JURASSIC PARK™

WIN A VIDEO RECORDER AND DINO TAPES IN THIS MONSTER JURASSIC PARK COMP!

COURTESY OF OCEAN!

The biggest movie of all time comes to the small screen in game form next month on SNES, NES, Game Boy, Amiga and PC – and we've got reviews of them all in this very issue (see pages 48-52 and 105! Jurassic Park is THE hit of 1993, and Ocean reckons its conversions will go down every bit as well as the celluloid version!

In fact, Ocean is so excited at the prospect of flogging oodles of copies of the game, that it has got together with us to give one of our readers a fantastic prize! Win this competition and you could be the proud owner of a spanky new VHS video recorder and a stack of dino-related videotapes! Just think; no more getting hollered at by your parents 'cos you want to watch something on the vid when they're viewing some nasty love story – just slink off to your bedroom, slip in one of your free tapes and be whisked off to dino heaven!

You have to admit, this really is a particularly great prize, so no doubt you're expecting to have to do something a little tricky in order to win. But no! All we want from you is the answers to a few simple Jurassic Park-related questions, and the completion of a tie-breaker. Do this, be lucky and hey, it could be you wowing your pals with a spanky new VCR all of your own!

Right, so what are those questions? Oh look; here they come now!

1. Who played the role of Dr Alan Grant in the movie?

2. Which of the Omen films was the actor from 1. the star of?

3. Name the fictional island on which Jurassic Park is situated.

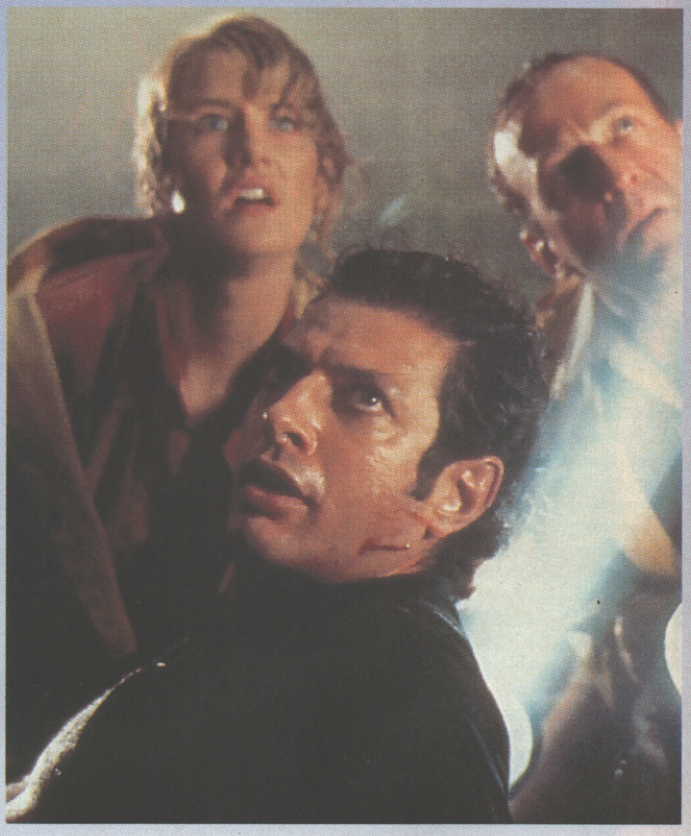
4. The John Hammond character is played by Sir Richard Attenborough. Which Oscar-winning film did he direct?

5. Who wrote the book 'Jurassic Park'?
Those are the questions – piece of cake, aren't they? Just so we can whittle down the entries

a bit further, we'd like you to complete the following sentence in an amusing and original way (that means make it funny and don't rip off any lines from the film). In not more than 15 words:

IF I CAME FACE-TO-FACE WITH A VELOCIRAPTOR IN JURASSIC PARK I'D...

SMALL PRINT: This competition is not open to employees of EMAP Images and Ocean Software, and relatives thereof. The editor's decision is final, which will be a bit of a first as he's always changing his mind at the last minute. And he never tells us either, which is very annoying. Oh well, such is life.



Plenty of scope for dinosaur hilarity there, wouldn't you agree? Once you've answered the questions and displayed your shining wit, jot everything down on the form provided, bung it in an envelope and post it to: I WOULDN'T LIKE TO MEET THE PARKIE THAT KEEPS THOSE ANIMALS OFF THE GRASS, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Please make sure that your entry reaches us by 14 November 1993, otherwise your chances of winning will be ancient history. Good luck!

Out October. Contact Ocean (061-832 6633) for information

JURASSIC PARK

Film licences can go either wazy, as Ocean well knows. So is Jurassic a real dog or a storming great T-rex?

Some Dinosaurs may be intelligent, but they still have no manners; they will quite happily chomp you up and go to sleep without even flossing out the stringy bits left between their teeth. Anyway, social etiquette aside, Jurassic the game promises to be bigger than a dinosaur dropping (and they're big), emulating the colossal success Jurassic Park the flick has had, proving that we are still a nation of animal lovers; well we like the herbivores, and the odd omnivore.

Annoyingly, the Mega Drive conversion of Jurassic was a poor start to a valuable licensing deal (despite having sold millions in the USA). So can the SNES offering avoid the jaws of criticism?

Take it from us, it's a good job that Ocean had decided to follow the basic plot of the film for its SNES conversion, otherwise we would have been stuck with the same old platform tie-in that about 2 million other films have been subjected too.

No jaws here

You'll be pleased to know then that Jurassic SNES is essentially a shoot-em-up. Two distinct styles of play make this game two different kind of games. You have the outdoor overhead scrolling thingy, and an indoor 3D perspective head-on thingy. The open-air is full of familiar sights with electric fencing and streams separating the different dinosaurs into captive areas.

The fencing serves as a means of creating a maze-like approach to the terrain; certain electric fencing gates cannot be opened until a later stage though. Mechanical bridges need to be activated to move across streams, and throughout the outdoors you will also find information posts. Touching these pops up a window providing advice on your task from one of the film's characters. These posts also act as continuation points when you snuff it, and so become an important aspect of the gameplay. Occasionally, these windows also pop-up to warn you of approaching dangers, but you are usually dead by the time you get to read them.

Monster Kombat

Now, those much hyped 3D sections appear when you enter any of the buildings in the park. Doing so takes you to a new type of game: The perspective is head-on, with scenery moving past you as in any racing game. However, the screen update is a bit sluggish making it quite difficult to tackle dinosaurs in close range combat.

Everything is a maze of corridors and it's easy to get lost. Some buildings have different floors too, so you have to find a lift to get to these. Success in the game is concentrated around finding your way through these mazes, for as with the film, your task is to switch on the generator and restore energy to the park.

That's easier said than done though, for it's easy to find a computer to reboot the system (that is, after you find the generator) but not necessarily the right computer. It soon becomes obvious that the right computer is probably hidden in one of the corridors which require an ID card to access. And typically you need to find all the character's ID cards to be sure, and at least one of those is hidden in a room for which you need to find a pair of night vision goggles.

Did you say poo?

As if the smell of dino poo inside isn't enough to contend with, you also have to collect raptor eggs from around the park, each hidden in awkward places. This is difficult given the variety of dinosaurs roaming around the park, including the stampeding gallimimus things, which can knock off heaps of your energy.

Although there are a few weapons they are all limited in ammunition, and you can only handle three at a time. It's sensible to use different weapons for different dinosaurs; anything the size of your legs can be destroyed with a tazer stun gun, but a raptor will only be knocked out by it temporarily (I don't know why the 'L' or 'R' buttons haven't been used for selecting weapons instead of 'select').

Pop corn

You get used to dying in this game and there's a shortage of first-aid kits. You soon realise however, that there are more power-ups inside than out, so it's worth exploring inside before dealing with the ugly mothers outside. There are heaps of tasks to perform before you can get off the island (six in all) and it's all a bit time consuming so you'll need plenty of pop corn from the usherette.

DINO KILLERS

When you're scared you basically drop everything and run for it. Perhaps that's why Grant can find a number of weapons to help him blast the dinosaurs. Here's the list (you start with a stun gun).

SHOTGUN: This has multiple shots and can destroy smaller dinosaurs.

MISSILE: Limited but powerful and can be upgraded to a rocket launcher!

TRANQUILLISER: Best used to try and slow down a tyrannosaurus.

GAS GRENADE: Effective against groups of dinosaurs, but the bigger they come the slower they take to fall.

BOLA: These spread out and wrap round single or groups of dinosaurs, smashing them to pieces. Yuk!

These are found in the 3D sections. You have to find the correct one to turn on the generator.

Raptors are the fastest dinos and attack in packs, usually.

VERDICT

Jurassic Park on the SNES is vastly superior and totally different to the Mega Drive version. It looks smashing, with hefty detailed sprites and some quite outstanding sounds. Both the indoor and outdoor elements of gameplay make for a compelling challenge, but there's a brutal difficulty curve which proves initially frustrating. It's one of those games which starts off tame but rewards patience with new levels of gameplay depth. As such, it deserves to sell as a quality product and not just on the name.

GARTH SUMPTER

That plume doesn't mean he's pleased to see you.

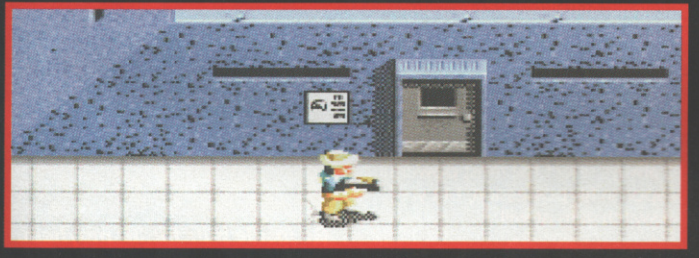
It's cabaret time, he does dancing...

...whereas this one does standup...

Mind out the way it's rush hour.

It's not exactly EuroDisney, is it?

...and this trollop's the stripper.



Find your way through the corridors.

There are more power ups inside.

VERDICT

20 of Ocean's top chaps have been working on this one since last November, and it shows. Basically there are two distinct styles of game arena; the outside is a remake of the park with a Commando-style feel to it and the inside delivers an atmospheric 3D romp, though it is a bit repetitive at times. There is a level of gameplay depth in Jurassic which only becomes apparent when you stick with it. In many ways the six necessary tasks are logical enough, but the fact that your energy bar isn't very generous can be really annoying.

PAUL RAND

I think you've just been zapped.

SNES

PROS: Possibly Ocean's best tie-in to date.

CONS: The 3D sections are a bit rough.

GRAPHICS	Plenty of attention to sprite definition complemented by smooth outdoor scrolling.	88%
SOUND	Crisp samples and moody tunes, while punching effects make the SNES roar!	94%
GAMEPLAY	It develops with patience and captivates your thoughts. Two distinct styles.	89%
VALUE	Addictive, plus it's two different games, so it's not a weekend adventure.	86%

MISSOK! HIT!

87

REVIEW PC/AMIGA1200/500 by OCEAN £34.99/27.99/25.99

Out October. Contact Ocean (061 832 6633) for information.

60 million years in the making, and Jurassic Park hits the PC and Amiga like a rapid raptor. We really think you ought to like it, and – ooh! – we've even written a review to tell you why!

JURASSIC PARK

Hey kids, follow me. I'm a hero

Hey boys, three's a crowd!

Sometimes, but not very often, a licence gets put to good use. You notice this about Jurassic the moment that you see the slick ray-traced introduction. Then you go on to discover that – yes! – Ocean has actually followed the film's plot, instead of a bog standard 'let's play it safe and do a platform game' mentality.

The objective is to rescue Tim and Lex, the grandchildren of John Hammond (played by Dicky 'luvvie' Attenborough, film fans!) Guide them through the infested levels en route to the Visitor Centre – then restore the park's security and summon a helicopter to take you to safety.

Bleedin' kids

Of course, this game would be dead simple if it wasn't for the small problem of big, vicious dinosaurs roaming around. The paddocks, which separate each species into individual territories, have malfunctioned, and the dinosaurs, being curious little things, have gone walkies where they please. Those snotty kids, Tim and Lex, have run for cover; as you would do if a bloody great, hungry-looking prehistoric monster came running towards you. Saving these kids from becoming dino snacks is the object of the game.

Unlike the single playing field in the SNES version, the game here has been divided into eight paddocks, which provide heaps more variety and depth of play. Admittedly, the indoor 3D sections link the different paddocks, but they're still a separate and crucial part of the game. Each paddock provides a home to a particular type of dinosaur, although there are plenty of others who have strayed in. In this way, the game has deliberately followed the Jurassic book more closely than the film to enable the use of more dinosaurs and environments.

Sneaky

The dinosaurs aren't the only obstacle in Jurassic. You also have to find your way around cliffs, trees and avalanches! And sometimes terrain and reptiles combine to make life difficult. Raptors love to spring out at you from behind trees and bushes, and rocks have a disturbing tendency to crush you whenever you walk by. Dr Grant, the character you take control of (Sam Neil to movie buffs, or indeed Sam Neil buffs), can move boulders around to get to higher platforms, which is vital in some stages, but he can't survive a drop off a platform higher than himself.

Grant can't get by with just using a strong left-hook on a raptor though, so there is the occasional piece of convenient armoury to help you along. Initially you carry a stun tazer. It can kill small dinosaurs but only stun the bigger ones. But this is the only close-range weapon you'll have to contend with. All the others are long-range mega-blasters with varying levels of annihilation. Grant will always select the most powerful weapon in his possession, but you can switch guns at will.

Give us a clue

A lot of the gameplay in Jurassic involves using the many computer terminals scattered willy nilly around the klandscape. Walk up to any of these and log on to the dino park's network. This provides valuable hints and access to functions such as opening park gates and shelter doors.

Give me shelter

If it all gets too much there are places to shelter from the 'exhibits'. These are huge, indoor, 3D head-on mazes – but beware: dinosaurs can get inside them too! Inside are many items for you to collect and use; these will help you to locate and activate the park's generator. Some sections will be blocked until you find the relevant ID cards, which could be anywhere. Similarly, some sections will be impossible without night vision goggles.

First aid kits will keep you going in the game (just), but you're only human, and only have one life. Die and yeah, you've guessed it, it's do it all again time. Aargghh!

Deniz Ahmet

Go inside huts for 3D mayhem.

VERDICT

More bloomin dinosaurs on the rampage! Haven't they become fossilised yet? Obviously not; it seems that Jurassic mania is going to be with us long past summer, but that's no bad thing! The heavy dinos have hit the games screen with a terrific game of the film, which has stuck closely to the plot. With excellent animation and creepy monsters mooching around the park, it's hard to become bored with the game. There aren't many levels but they're big enough to keep the adrenaline pumping for a while. Top stuff!

GARTH SUMPTER

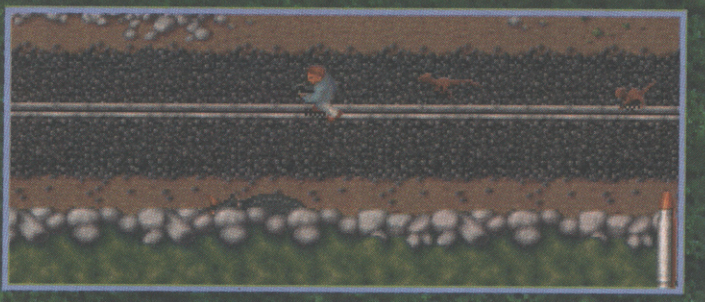
Could that be the generator?

Just what's behind that corner.

Ooer! There's something useful!

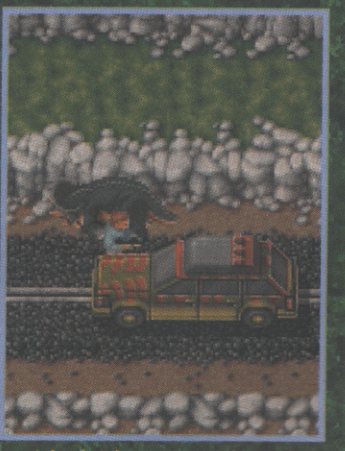
Deeper and deeper we explore.

You can run but you can't hide!



Grant thinks he's a rail car?

Too big to mess with I'd say.

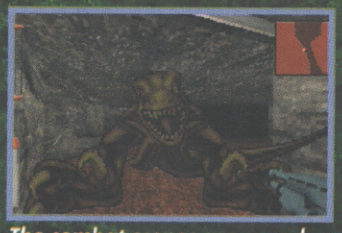


I wish I had power to drive that.

VERDICT

Two quite distinct games have combined to make one unique one in Jurassic Park. The Amiga and PC versions are equally involving on the outdoor sections (if unoriginal), yet it is on the inside that the PC game manages to take centre stage, lavishing itself in full-screen, smooth and naturally wowish 3D effects that'll leave you sweaty and tense. While the Amiga version is commendable, it doesn't really cut it on the 3D side, but that's a technical problem. Still, Jurassic is easily Ocean's best tie-in to date.

PAUL RAND



The combat scenes are superb.

Right, I'll start from here.

I didn't do it! I'm outta here.

Oops, nothing down here.

Oh, I'm back where I started.

Can't you guys ever sit still?

PC /AMIGA

PROS:
The strongest tie-in of all formats on PC.

CONS:
Can take a while to get in to the flow of things.

GRAPHICS 90%
Plenty of detail throughout the game with stunning 3D sections on a PC.

SOUND 85%
Not quite as funky as the SNES version but more a lot more atmospheric.

GAMEPLAY 88%
Extra PC speed provides a better feel, and the indoor-outdoor set-up is good.

VALUE 92%
Jurassicly huge, you're going to keep playing this for a long time to come.

MISS OK HIT!

89

REVIEW

NES ▶ by OCEAN ▶ £29.99

Out November. Contact Ocean (061-832 6633) for information.

JURASSIC PARK

The film may have been 65,000,000 years in the making, but it hasn't taken Ocean long to whack out the NES version to one of the biggest movies of all time! Jurassic Park is one of the hot contenders for Christmas number one – if it does half as well as its celluloid daddy, it'll be up there for months!

Anyway, what's the plot? Jurassic Park has gone haywire; the power is down and the dinos are roaming free throughout the island. To make matters worse, the grandchildren of John Hammond, eccentric billionaire and owner of the park, are missing in the complex. As paleontologist Dr Allan Grant, you've got to find the kids, restore power to Jurassic Park, torch the raptors, radio the mainland – and get the hell out of there!

Plenty of ammo

There are six levels to negotiate, each one dangerously overflowing with dinosaurs. Luckily, the park guards have left ammunition lying around which you can pick up and use on your ancient adversaries.

Alternatively, you can grab ammo balls left behind when you kill one of the critters; although they do less damage, the ammo balls come in very handy in a tight corner.

To complete each level, you must pick up or destroy the eggs which the now-breeding dinos have left lying around. Collect them all and you receive a card which allows access to the park's buildings and lets you use the computer which controls the gates. On later levels, you'll be up against not only the little dinosaurs such as compys and dilophosaurs, but the not-nice-at-all velociraptors and king of all it surveys, the ferocious, 40-foot tyrannosaurus-rex.

He's called Rover you know.

I've never seen a blue dino before!

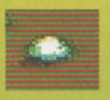
VERDICT

Jurassic Park on NES isn't going to be full of the whistles and bells possessed by the 16-bit games – the 3D maze section has been omitted, – but 8-bit junkies nevertheless get a sound game that's a little different from the usual platform stuff movie licences always seem to become. Graphically the game is a little basic, but the dinosaurs look good, especially the T-rex. Sound is fine – there's even the odd sampled dino-roar in there – and gameplay holds together well. All in all, a sound buy if you're an NES-owning fan of the film.

PAUL RAND

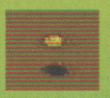
EASY LIFE

Use the following items to make your life in Jurassic Park a little easier!

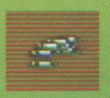


EGG: Clear the level of these to receive a building pass.

PASS: Lets you enter buildings and gives access to the main computer.



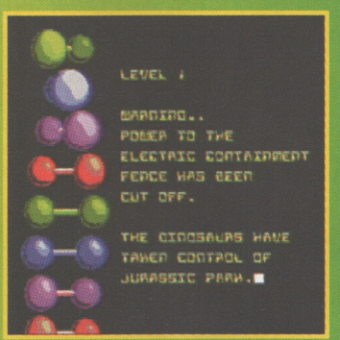
AMMO BALL: Dropped by dead dinos, pick them up for an ammo boost.



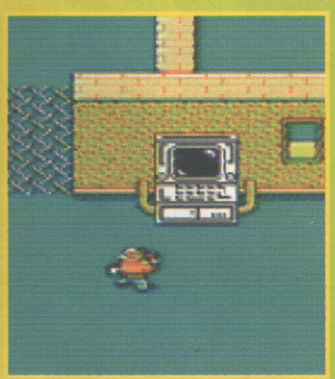
AMMO: Left behind by security, this wipes out dinos in one shot.

MOTION SENSOR: Gives clues to what's happening in the park.

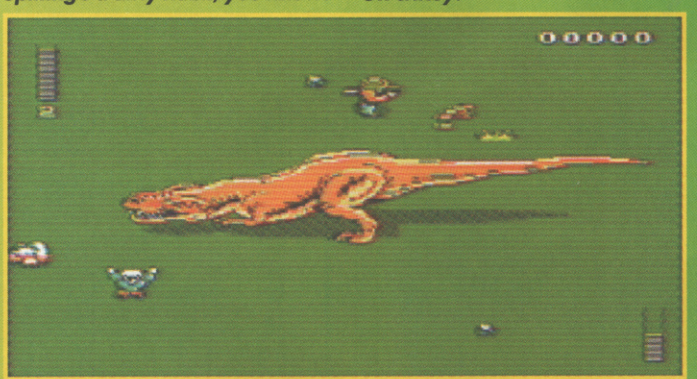
Spitting's a dirty habit, you know.



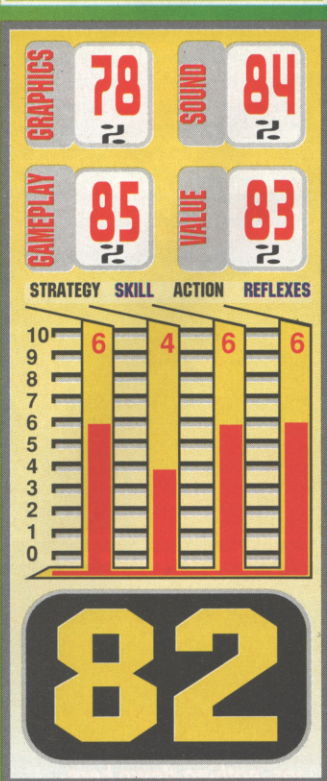
Oh crikey!



Granty finds the computer.



This kid's grandad's a millionaire – he may be grateful!



REVIEW

MEGADRIVE ▶ by ELECTRONIC ARTS ▶ £49.99

Out November. Contact Electronic Arts 0753 549442) for information

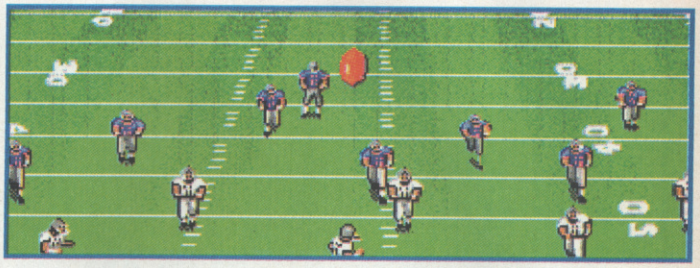
JOHN MADDEN '94

1994 is just around the corner, so it's about time for another Madden game

John Madden must be making a packet out of these games! They just keep coming. The problem is that they all look a bit samey, and they play samey too. Dive deeper however, and you soon realise that there is actually a bit more to it. The main benefit I'm assured is that there's an improved graphics engine offering faster and larger sprites and a new higher perspective which has finally solved the problem of not being able to define the ball from the other end of the pitch.

EA has obviously sorted its life out a bit and now has the NFL licence so you can finally get to play using real team names like the Raiders.

Real team names are used in '94.



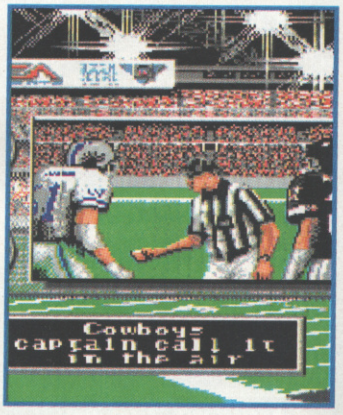
We're being invaded by a UFO – run!

Offensive

For broad shouldered readers there is an enormous range of offensive moves, 74 to be precise, but it really takes a fan to be bothered with all of that. That's the main problem with Madden, for those who aren't taken in by the sport it's too slow moving and too much fuss to play.

OK, so the atmosphere created by the game is quite indulging, but the computer is a right swine to beat and that combined with the distinctive trial and error approach makes the game a bit droopy. ●

Deniz Ahmet

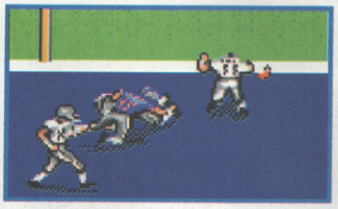


Heads I win, tails you loose!

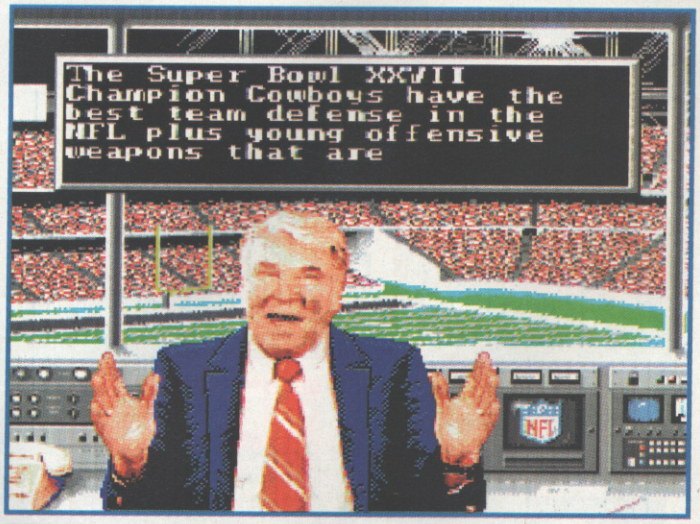
VERDICT

The story's the same for Madden '94 as it is for NHLPA Hockey '94: there is no reason to buy this if you own an earlier offering. Perhaps I'm missing something, but better graphics and real team names don't warrant being another £50 out of pocket. If you're a new player on the other hand, this might turn your head, because it's a very realistic attempt at the sport and earlier versions have sold heaps (and heaps!). It's not that I can't appreciate what it offers, it's just that I don't see it achieving much as a sequel.

PAUL RAND

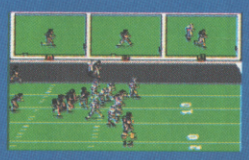


Na, na. I've hit a touchdown.

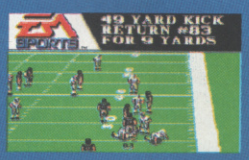


Slow motion clapping.

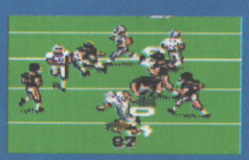
PLAY OFFS



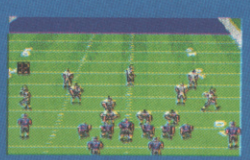
3-2-1 I'm having fun!



Didn't get far that time.



Oomph! Out my way!



Bums up. Lets kick it!

REVIEW

AMIGA ► by INTERPLAY ► £34.99

Out November: Contact Interplay (0865 390029) for more information

STAR TREK 25TH ANNIVERSARY

Boldly going on our two page mission – Star Trek Cliches 'R' Us...

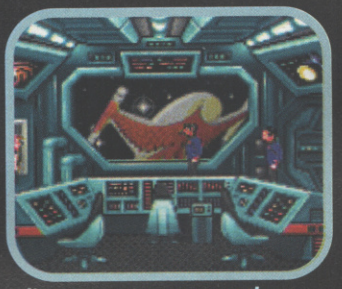
The trouble with Star Trek is no matter how hard you try, or how much effort you make, you just cannot write a review without shoving in a 'classic' quote from the show. Ah well, let's see if CVG can at least go where no mag has gone before and avoid using one (damn, sorry but I did warn you).

Captain's log

In true Star Trek-style (hey, dig that funky Sixties groovy remix of the theme that appears to have been stuck to the front of the game) the game is split into seven missions, each taking the form of a separate TV episode, complete with opening credits, Captain's Log intro and jokey/philosophical bit at the end.

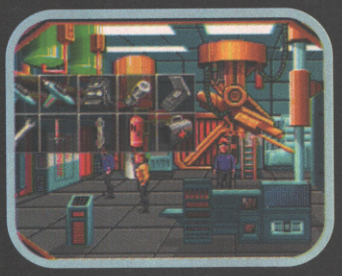
Each mission generally takes the following form of: receive orders, warp to the appropriate sector/planet/other spacial positioning measurement, engaging in a spot of combat with the bad guys then beaming down to the planet to enter the heart of the mission.

Kirk Exclaimed: "Goodness gracious, great balls of fire."



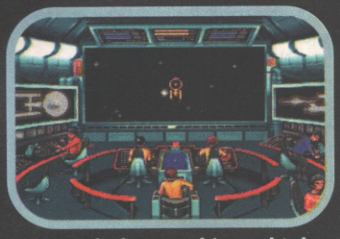
Klingons: now you see them, and then you invariably don't.

To get the job done you need the right tools.



Shields up

The space combat is possibly the weakest point of the whole game, in that it's slightly on the jerky side and most times not necessary to the plot, being there merely to satisfy the action addicts among us. Using the main viewscreen you manually fly the ship around space in Elite/Wing Commander style, using phasers or



Is it a) a baby starship, or b) the 25th century sign for CND?

ENERGISE!

For maximum Star Trek effect, read the next series of captions by talking in a mid-American accent, putting long pauses in the middle of words for no reason, apart from dramatic effect, and varying the speed of your speech. You'll be talking like Kirk in no time.

1. Captain's Log. We have beamed down to Pollux V to investigate reports of demon attacks.

2. Before agreeing to help us the natives insist we venture to the 'demon' territory to retrieve a cure for their leader's illness.

3. Klingons! Or so we thought. A quick exchange of phaser fire reveals that they are just robots.

4. Beyond the Klingons is a cave that is sheltering a large rockfall. Behind the rockfall is a large door.

5. Combining the power of our phasers we have dis-integrated the rocks to discover a wounded man.

6. Having got the door open we venture into the cave. Who knows what we'll find?

VERDICT

"She cannie take it captain," said Scottie in an 'I'm fed up of saying that' sort of way. Well, likewise I'm fed up – fed up of playing this game. Everything is annoyingly slow and all the other characters don't seem to be particularly involved unless they're asked to. The combat sequences should have been action-packed but they are actually, well, boring. To be fair though, the game has a good atmosphere which captures all the aspects of the film while covering the fundamental elements of strategy play. Limited

GARTH SUMPTER

VERDICT

Interplay has got the atmosphere of this game just right. The characters have all the mannerisms and idiosyncrasies of their TV counterparts and everything just feels right, from the sound effects to the Captain's Log. Where the game suffers is the layout of each episode. This may just be the criticism of an avid Trekkie, bu when it comes to space combat, it was neve as trivial in the show as it seems to be here. This side of the game lets the rest of the prod uct down. Aside from that ST:25A is very gooc indeed.

PAUL

photon torpedoes where possible. Throughout the battle you can use your bridge crew to add to the excitement by asking, let's say, Scotty to give you more power to the shields, or by getting Chekov to raise and lower shields. Never have their characters been explored so deeply (sarcasm folks, a handy tool at the best of times).

The away team

The Sierra/LucasArts/any other adventure manufacturer section is where the game really comes into its own and is where the characters of the 'Big Three' (Kirk, Spock and McCoy) really shine through (Kirk even crouches down, lowers his head, clenches his fist and grits his teeth when a 'red shirt' dies - brilliant). Using a point 'n' click interface you control any member of the party as you explore the different environments, unravelling the plot.

This is where you'll find the true Trek nature coming out, from the appearance of Harry Mudd (who is a regular nemesis of Kirk and Co) to the incomprehensible techy-speak of Mr Spock. About the only thing that is missing is a shapely alien female that asks Kirk "What is this thing you call kissing?".

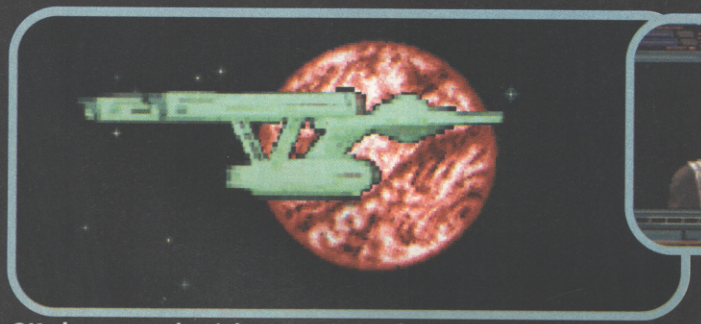
Now this guy is the admiral, he even tells Kirk what to do.

Andrex, just the thing for nasty Klingons

"So where are they?", you're asking. "Where's who?", we reply. "The intergalactic headbutting champions, that's who," you mutter. Relax folks, the Klingons abound in ST:25A, even cropping up in stories they're not actually in (I'll let you figure that one out). And it's not just the Klingons. Those Vulcan spinoffs the Romulans make the odd appearance, being dark and mysterious as only they know how.

The thing about these two is that space combat becomes a much trickier affair thanks to their cloaking device technology. As if it wasn't already hard enough to shoot the bad guys, now you can't even see them half the time. You can almost see Captain Kirk do a futuristic "DOH!" whenever they appear (maybe not - I just wanted to be the first person to link Star Trek with The Simpsons in a magazine. Hi thank yaw).

Paul Presley



OK, the guy on the right's wearing a Thunderbird's costume, but you can't get more classic Star Trek than this Enterprise image.

TAKE IT TO THE BRIDGE

The Bridge and the transporter room are the only parts of the Enterprise you get to see. The Bridge is just an icon interface, with each of the crew containing different options:
Uhura – Communications.
Scotty – Engineering.
Chekov – Weapons.
Sulu – Navigation.
Spock – Science.
Kirk – Command.

AMIGA

PROS: It's Star Trek! And if you're an avid Trekkie you will love the licence.

CONS: Moves a touch slowly and the gameplay has a repetitive nature.

GRAPHICS	Slightly jerky in places but on the whole impressive.	80 %
SOUND	You'll be humming the theme tune for weeks. Incidental sound effects are spot-on.	85 %
GAMEPLAY	The excellent adventure side is somewhat let down by the 'action' bits.	80 %
VALUE	More missions would have been nice, but enough to keep you going until the sequel.	75 %

MISS OK! HIT

80

REVIEW

AMIGA | by MINDSCAPE | £25.99

Out now. Contact Mindscape (0444 246333) for information

OVERKILL

This is Defender times 100. Fast, frenetic and fab...

Continuing the fashion for Seventies retro, Mindscape has brought out this Amiga clone of the old-style, and distinctly flared, Defender. But have the years been cruel to this golden oldie?

ET must die!

For those too young or too dribbly and senile to remember Defender's plot, it goes like this: you pilot a lone spaceship defending a planet from swarms of alien invaders. You wipe out the baddies and then move on to another, harder planet. In this version there are 17 planets, arranged on rings around a star, and every third planet you come across you find a huge guardian thing.

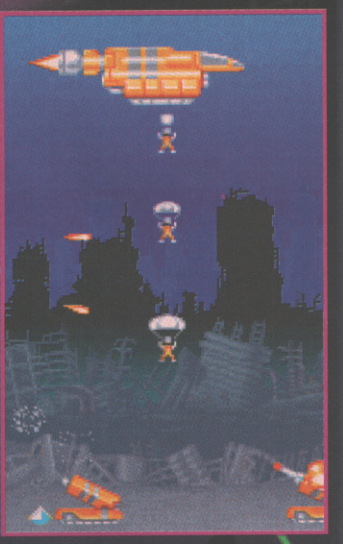
There are loads of horrid filthy aliens, and each one explodes after only one hit. However if an alien finds a Trilithium crystal it mutates and becomes an even butcher, filthier sort of alien. Luckily the crystals can be destroyed. A small squad of support troops is dropped with you on the planet, each one carrying an anti-crystal mine. Once they've located and got rid of a crystal, you can pick them up again and ferry them along to the next danger zone.

Close encounters

As you'd expect from a shoot-'em-up, there are power-ups galore to help you keep the aliens at bay. You get old favourites such as the three way triple shot, and a shield, and exciting new stuff such as the napalm bomb which turns a large area of ground into a smouldering no-one's land, ready to render any aliens that wander on to it into bubbling mounds of molten flesh. Hurrah, this is what the kids want.

Gerry Anderson-inspired craft.

Wild and wicked backgrounds.



Don't get yourself in a flak.

The word 'purple' springs to mind.

IN MY DEFENCE

Oh no! It looks like Lemmings.

VERDICT

There's nothing worse than a veteran of the arcades being hauled out of retirement to compete against all the new-fangled games, with their fancy ways. Why do software companies do it? A cynical cash-in, or a genuine attempt to update an old genre? Thankfully Overkill is the latter. The fact that the hardware requirements would have an A500 wheezing and coughing its guts up, and consequently it will only run on a 1200 or 4000, must be a good sign. The graphics are fancy and the sounds are smart. This sort of frenetic shoot-'em-up action never goes out of style.

PAUL RAND

GRAPHICS	81%	SOUND	80%
GAMEPLAY	83%	VALUE	80%

STRATEGY	SKILL	ACTION	REFLEXES
3	6	8	10

80

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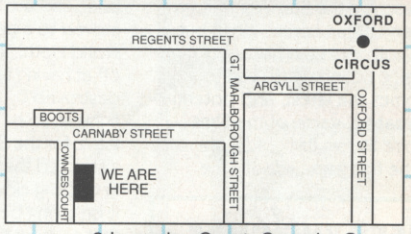

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REVIEW

SNES | by JVC | £49.99

Out December. Contact JVC (081-570 5016) for more information

The force is with JVC in this Star Wars sequel!

SUPER STAR WARS THE EMPIRE STRIKES BACK

You won't find any snowmen here, just Luke, his Taun Taun and some unfriendly wildlife.

Big isn't a big enough word to describe the Star Wars trilogy. Gargantuan comes close but there is nothing in the history of cinema science fiction which can touch it. Now comes the latest, and potentially the greatest, game of the films.

Empire Strikes Back picks up where the first game left off. The Death Star has been destroyed by Luke, and the Rebel Alliance has moved to a new base on the ice world Hoth. The Emperor is cheesed off at having his battle station destroyed by a squadron of puny fighters, so he's cancelled holiday leave for the Stormtroopers and instructed them to double their efforts in tracking down the new rebel base. It isn't long before they find it – and that's where the game begins.

Ice to see you

Hoth is an unfriendly place. Level one kicks off with Luke riding his Taun Taun across the landscape to check out a meteor strike. From there he gets into trouble with the local ice beasts as well as imperial probe droids. If he survives and makes it back to the base he takes to a speeder bike to battle Stormtroopers, then into his snow speeder to take on the AT-ATs in what is one of the highlights of the game. Excellent use is made of the SNES's mode-7 capabilities for the landscape and the Walker graphics are ace as they thud across the ice.

To see you, ice

From there, the characters go their separate ways. Han Solo and Chewie take on asteroids and TIE fighters after the Millennium Falcon's hyperdrive conks out. The next stop is Cloud City, where they run the gauntlet of imperial troopers and the resident guards. In the meantime, Luke has travelled to Dagobah, a smelly little planet which is home to Jedi Master, Yoda. The sound effects and graphics on this stage are amazing, making this another of the top spots of the game.

Between each stage a short cut-scene keeps you up to date on the plot, although this is only useful if you're one of the three people in the western world who hasn't seen the film. Variety is one of the game's strongest points. While the bulk of the action is platform based, it's nicely broken up by 3D sections and scrolling shoot-'em-up stages.

Luke has a number of special powers at his disposal. These include freeze, which paralyses all the nasties on the screen; heal, which tops up his energy bar, while the deflection power lets him block enemy fire automatically.

Thankfully, LucasArts has included passwords in SESB (unlike Super Star Wars), which is just as well, considering how big the game is. Now all we need is Return Of The Jedi. Any takers?

Mark Patterson

MEET THE GUYS

Super Empire Strikes lets you control three of the films main characters. Each has their own strengths and weaknesses, but unlike Super Star Wars, you can't choose which character you want to play.

LUKE SKYWALKER

Occupation: Jedi
Favourite colour: Black
Hairstyle: Extended bowl
Favourite saying: (screamed) 'You're not my father!'

Luke's been practising day and night at Jedi school which has made him a lot harder in this game. Whereas the light sabre wasn't really needed in the first game, it's his mainstay weapon in this one. Now he knows how to use it properly, it does more damage and can be used to deflect laser bolts.

HAN SOLO

Occupation: Smuggler.
Favourite colour: Day-glo pink.
Hairstyle: 70's action hero crop.
Favourite saying: Anything, as long as it ends with 'kid'.

Realising that his favourite blaster is no longer powerful enough to face the Empire's new robots, Han (bonus trivia question – anyone know what that's short for?) has picked up a job lot of grenades. These do far more damage than laser bolts, although he has to get close to his target to use them properly.

CHEWBACCA

Occupation: Stunt double for Lassie.
Favourite colour: Brown.
Hairstyle: Long back and sides.
Favourite saying: 'Growl'.

Sporting a neat new hairstyle, Chewie is ready to take on the entire Empire single-handed. In preparation for this he's learned a new attack, in the form of a spinning lariat punch which is suspiciously similar to Zangief's in Streetfighter 2. But hey, what the hell. It works.

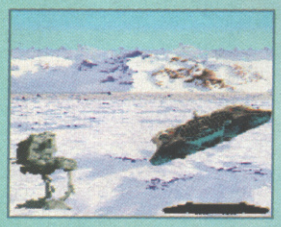
VERDICT

Super Empire Strikes Back is destined to become a classic. It's got the lot. Superb graphics and sound, excellent gameplay, varied action and loads of levels. It beats Super Star Wars, which is one of my fave SNES games, hands-down and it's not as easy either. There are some awesome highlights such as the snow speeder stage and Dagobah. Technically excellent and utterly playable throughout, this is my personal game of the year and the one title I'd recommend to both of my friends. No Star Wars fan should be without it

GARTH SUMPTER

AT-AT-ATTACK

One of the trickiest parts of the game is downing the Imperial AT-AT walkers on the snow speeder stage. As they're impervious to laser fire, the only way to down them is by tangling their legs up with the speeder's tow rope. And here's how it's done.



Five AT-STs must be destroyed before you get to the AT-ATs. They take loads of hits to kill and the biggest danger comes from crashing into them.

When the AT-ATs finally appear, choose a target and head toward it low and fast.

As you get in close, release the grappling rope, fly alongside the machine and catch its legs.

Now comes the hard part. You need to fly around the AT-AT five times to tangle its legs, all the while trying to avoid crashing into it.

Finally, when the rope is released, you can turn around and check out your handy work. When the AT-AT explodes it leaves behind loads of extra energy hearts, which come in very handy.

VERDICT

This is possibly the most action-packed SNES game this year. The graphics are so detailed.Best of all, the game packs in such variety, with a fluid Mode 7 racing stage and a Falcon space shoot-out. Thankfully, the difficulty curve has been yanked up – way up. Additionally, you now start the game equipped with your Lightsabre which makes the game instantly attractive. My favourite addition is you can summon 'the force' to command your Saber even when you're not holding it! Hey, I'm impressed.

PAUL RAND

SNES

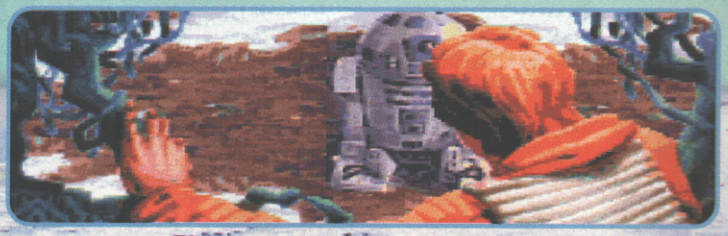
PROS: Some of the best platform action ever seen on SNES!

CONS: A bit too close to the original in its gameplay approach.

GRAPHICS	Excellent animation and varied backdrops; will leave you gobsmacked.	90%
SOUND	A regular treat for the lugholes with brilliant effects and a stirring music score.	91%
GAMEPLAY	Wealth of action which never lets up. It's a real gamer's game.	94%
VALUE	Even on the easiest setting it's a real challenge. Get it!	93%

MISS OK! HIT

94



Cut-scenes are used to link the various levels together.

Can you survive an attack from the evil Empire?

The cloud city is a dangerous place indeed. Robot guns, Cloud City guards and Stormtroopers lie in wait for Han.

Luke tackles the giant swamp beast on Dagobah, using all his new-found powers to defeat it.

PREVIEW

MEGA-CD

by LUCASARTS/SEGA

£TBA

RELEASE DATE TBA

Stage of Development

85% Complete

It couldn't have happened to a nicer CD. You ain't going to find no vector graphic trash in here, just real digitised graphics and stacks of action!

REBEL ASSAULT

The best graphics yet seen on the Mega CD? Even these screen shots look awesome, but just wait till they move!

STAR SPOT

Did you know at the end of the first film when the Death Star has been blown up, listen carefully to what Luke shouts as he climbs out of his X-wing. Instead of hollering Leia as the Princess bounds towards him, he shouts Carrie, which is very silly as that's the name of the actress and a particularly hot Indian dish.

The PC has X-wing, the SNES now has Super Empire Strikes Back, and now it's time for Sega Mega-CD owners to brace themselves, because they are finally going to get a Star Wars game which could knock its cousins right out of the picture, once it's completed.

Rebel Assault, from those gaming giants Lucasarts, is an all-action space combat simulation featuring all the Rebel Alliance's main fighters; from the A-wing to the awesome X-wing. Against you stands the massed might of the evil Empire who, with its larger fleet of fighters, is out to crush the rebellion, and you with it. Gulp!

Action stations

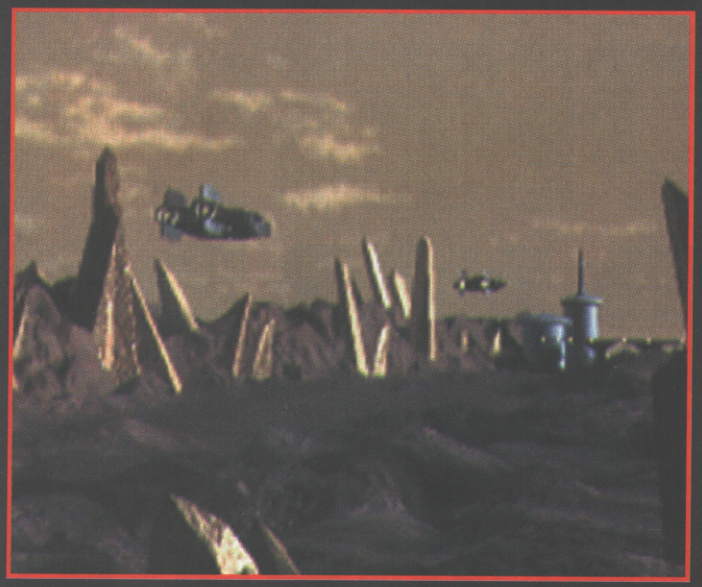
The game is spread out over 15 levels, some are based on scenes from the Star Wars movies while others are completely original to the game. Unlike X-wing, which was basically a true simulation that featured as much work with the PC keyboard as the mouse, Rebel Assault is purely action led. The gameplay varies from an inside-the-cockpit view as you take on the Tie fighters in space, to external views as you steer your way through the rocky canyons on the planet Kolaador.

Being a division of George Lucas' production company, Lucasfilm, Rebel Assault's programmers have had full access to use whatever footage, dialogue and effects they want from the movies. As a result the game has gratuitous amounts of film clips linking the scenes as well as volumes of speech, laser blasts, engine roars and explosions. This, along with

Where the heck's he going? I'd follow but I don't know where the heck I'm going either!

Arrggh! Who's that geezer? I hope he's my co-pilot because I don't like ugly people.

Time for the kill! It's not as easy as it looks because those mountains are tricky nicky.



Scenes like these are typical on the CD. They even move too!

STAR SPOT

Science fiction buffs aren't often noted for their humour, and once more they demonstrate a lack of it here. When Chewbacca enters the cockpit of the Millennium Falcon in the first film look closely at the top of the screen and you'll see a pair of hi-tech fluffy dice hanging down. Oh how we laughed.

Sega's Jurassic Park, promises to be one of the first CD games-of-the-film which will live up to hype surrounding CD-based licenses.

CD champion

The most impressive thing about the game is its graphics. It's set to become a landmark title in the world of CD gaming. The flying sequences are almost movie-quality, especially on the planet Kolaador, where your piloting skills are tested to the full in a rocky maze. The scenery is quite unlike anything you've ever seen before. All the power of the Mega-CD's extra graphics chip has been been tapped to produce stunning sprite effects for enemy ships and explosions.

X-wingers vs TIE – no contest!

Naturally there are stacks of TIE fighters to get to grips with when you pilot an X-wing. Fortunately for you, though, there's a real technology mismatch in your favour. Your fighter comes with high-power energy as standard, although the airbag's an optional extra, which can absorb several direct laser hits from the enemy. On the other hand, the TIE fighters come with a really puny deflector which buckles under the combined fire of your four guns.

The manoeuvrability of the X-wing also comes into play on the asteroid stage. Here you're expected to fly through, at high speed, several billion tons of fragmented rock while blasting TIE fighters. That's tough, but it's not a patch on the next stage.

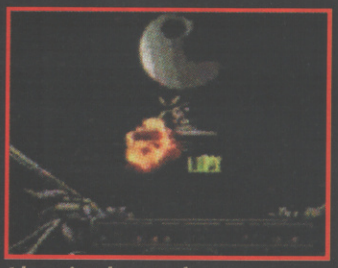
STAR SPOT

During the original Star Wars, watch closely the scene where the stormtroopers burst in on R2-D2 and C3-PO when they're hiding out on the Death Star. The last one in is actually a specialist comedy stormtrooper who smacks his head on the doorframe rather than duck underneath it like all his mates do.

When you've sufficiently sharpened your skills on the earlier stages, you get to take on the Death Star in a re-run of Star Wars. Everything is thrown at you here. Tie fighters, turbo lasers from the Death Star, and Darth Vader himself puts in an appearance, and that's before you enter the trench stage.

Death on a stick

Rebel Assault is set to be a landmark title on Mega-CD. The only down side is that there's no fixed UK release date as yet, although LucasArts is aiming for a US launch this Christmas. We'll keep you posted on the latest info as it happens.



I love it when a plan comes together. I'm having a smashing time up here folks!

That Death Star looks a bit like a Pac Man to me. I best go in for a closer look.

Rebel Assault's graphics are out of this world, in fact they're out of this galaxy.

STAR SPOT

The Emperor may think he's the hardest thing in the galaxy, but his special Jedi powers didn't help him notice that, in Return Of The Jedi, as he leaves his shuttle and walks past his stormtroopers most of them were painted on to the backdrop and weren't real at all.

OK, so I missed the last one, I'll get it this time though, just as long as my weapons are sorted.

I did it, I did it. The fact that I filled my pants doesn't matter because I did it, so there.

Nice shades mate. I bet you don't know the way to Southend from here though.

It's all happening outside, but hey, I can handle it because I'm a hero remember.

FEATURE

SUPER STAR WARS ROUND-UP!

There's no holding back with new Star Wars games. This Christmas is going to see more than ever, and with typical CVG pre-yuletide style, here's what you can expect to see.

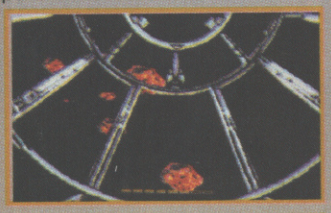
STAR WARS

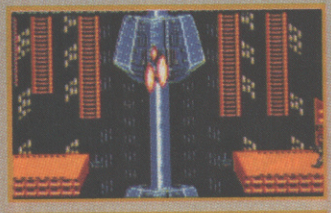
MASTER SYSTEM
BY: US GOLD
OUT NOW

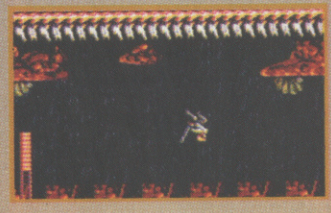
Master System owners needn't feel left out as Star Wars mania hits the bigger machine as a conversion of the NES smash is just about to hit the shelves.

While it lacks some of the speed of the NES original and the music's a might patchy, it does have all the levels along with the all-important gameplay. Take on the might of the Empire from the cockpit of an X-wing, battle the Jawas in your landspeeder and show the stormtroopers what for with Han Solo.

Stars Wars the Master System game could be better, but as it stands it's much better than having no Star Wars game at all. The graphics are better than in the NES game, and it's every bit as absorbing. An essential purchase for Star Wars fans.







TIE-FIGHTER

PC
BY: US GOLD
OUT DECEMBER

The soon to be released TIE fighter gives you the chance to view the rebels struggle from a different perspective, the cockpit of a TIE fighter! As an elite Empire TIE pilot you go one-on-one with the best the Alliance has to throw at you, including X-wings and giant cruisers.

You get to pilot the three TIE fighters which featured in the original X-wing. For the discerning pilot there's the traditional TIE attack craft, which makes up the bulk of the fleet. These are faster than X-wings although they carry less firepower and much weaker shields. For the ultimate speed advantage, try the TIE Interceptor. This is the fastest ship in the game capable of outrunning, and outgunning almost every other craft. Finally there's the TIE bomber, a heavily armoured attack craft packed with proton torpedoes.

TIE-Fighter is due out this Christmas as a standalone game and you can be sure we'll be bringing you the full review in the coming issue.

X-WING MISSIONS

PC
BY: US GOLD
OUT NOW

If you found X-wing a breeze, get your mitts on a copy of this. X-wing Missions is an expansion disk for the original game with 15 more tasks for you to complete. These are far tougher than the first batch with more to do and, as if that wasn't bad enough, the Empire's pilots have been back to school to take a refresher course in TIE fighter piloting. As a result they're far more aggressive and much harder to hit.

As an added bonus, this disk also allows you to play all the original missions in training mode. This means you can go straight to the Death Star battle, set your X-wing to infinite everything and blow the hell out of anyone who gets in your way.

The biggest threat this time around comes from the massed squadrons of TIE fighters. Apart from there being many more of them, the new manoeuvres the pilots have learned make them extremely difficult to shoot. Even the lumbering TIE-bombers, or cannon fodder as they used to be known, are a lot harder to pin down and far more accurate with their shots.

This is the perfect expansion disk for all the battle-hungry pilots who found destroying the Death Star far too easy first time around. The new missions require precise piloting and nerves of steel. Novices should steer clear though, if you couldn't complete the first set of missions you'll be swamped by these ones.

B-WING

PC
BY: US GOLD
OUT JANUARY

Think you've mastered the Alliance's best fighters? Think again! Hot off the production line comes their greatest fighter yet, the B-wing. It's fast, well armed and well armoured which makes it perfect for kamikaze runs against the Empire's massive star destroyers. This expansion disk is set to test the nerves of the most experienced fighters with all-new challenges and better enemy pilots.

Because you're flying a completely different fighter new tactics are needed to combat the threat of the Empire. Great for X-wing novices and a test for veterans as well.

REBEL ASSAULT

PC CD-ROM
BY: US GOLD
OUT DECEMBER

Just a quick note to say that any PC CD-ROM owners who fancied a bit of Rebel Assault action will be able to get their hands on a copy of the game this Christmas. It's practically identical to the Mega-CD version previewed on the previous spread, but slightly faster with 256 colours on screen at once. The machine's capabilities are pushed to the limit to render the amazing characters and backgrounds, and it looks as though the action could top even X-wing. Watch this space for a full review soon.

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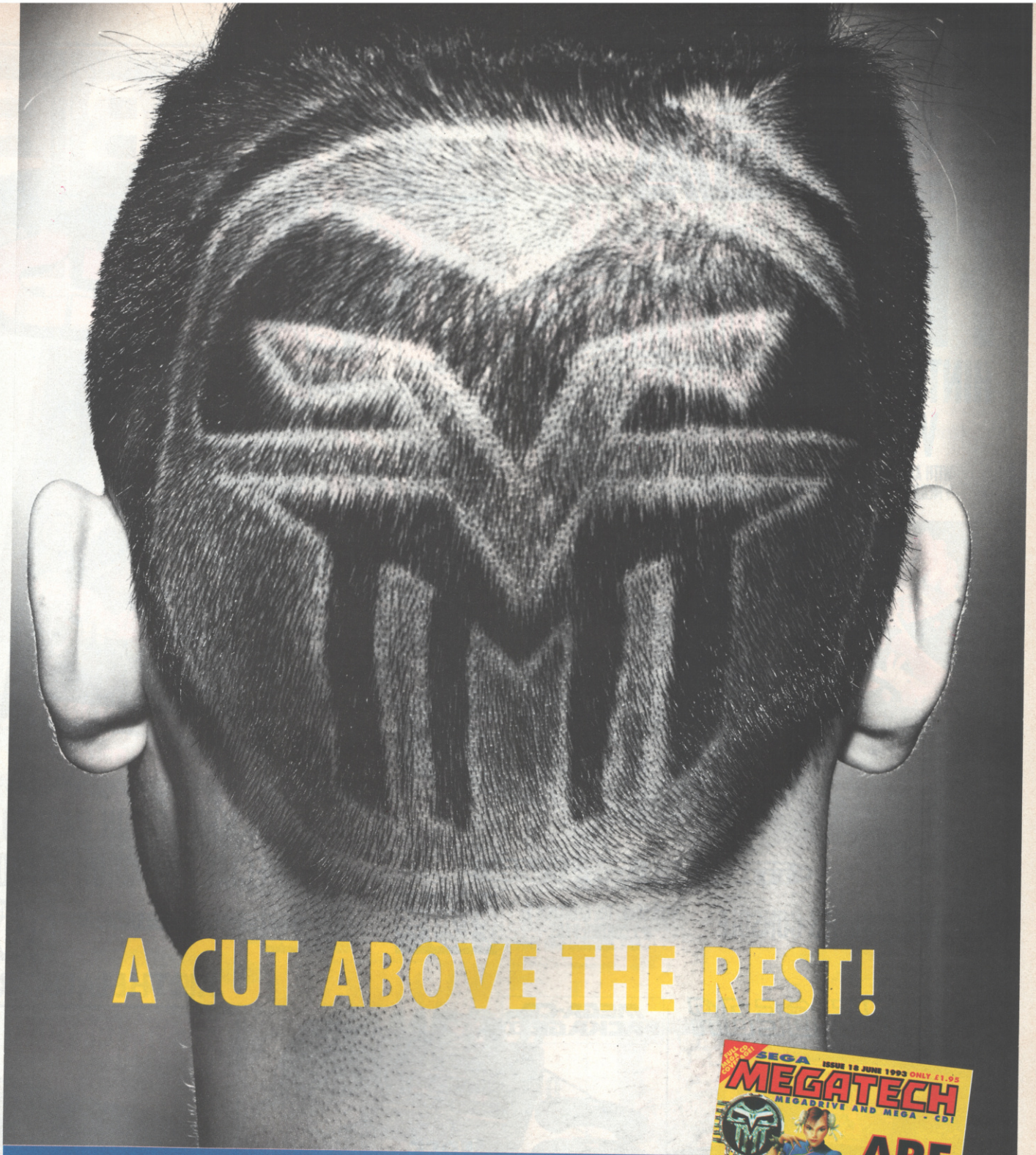

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REVIEW

SNES ▸ by TITUS ▸ £TBA

Out November. Contact Titus (071-700 2119) for information

Lamborghini was a famous Italian car designer, and now a game's been designed based on his super fast car!

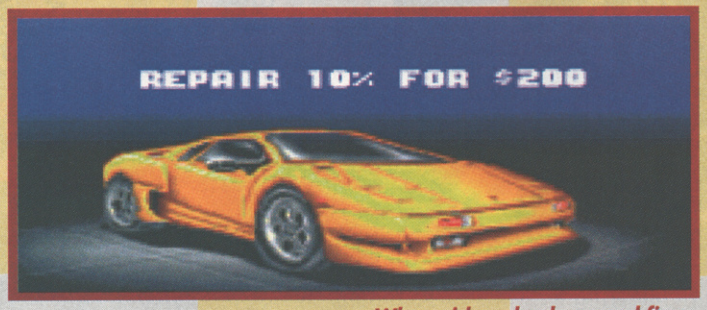
Fasten your seat belts, this looks like it's going to be a rough ride.

It's the boys in blue, be polite and they may let you off with a fine.

LAMBORGHINI

The courses to be conquered.

Who said racing drivers don't die, they just crash out? Well if you're a driver in this Lamborghini game, originally titled 'Lamborghini', you could well crash out because you are one of 19 contestants in a race across the USA. Steer your way through the rough desert terrain of Denver, mountainous Memphis, Miami, New York, Nashville, Boston and 14 other states.



Who said my brakes need fixing? I'll fix them in a minute.

Boost up your speed and overtake those bums.

Big money

The real fun starts on the Championship level where you can gamble on each race. The prize varies from $1,000 to $8,000 depending on the state you are in and which race you enter. Gamble wisely though, as you'll need to keep some money aside for any repair damage. Remember though, to check the weather conditions and police presence before you start, since there is nothing more annoying than having the cops on your tail for speeding as you hurtle along at top whack reaching 500 kmph.

It's fabio

Your rivals on the racing course vary from amateurs to professional racers, and have exotic names like Fabio, Otomo and Brett – not forgetting the not so exotic Clint and Max.

This game doesn't require much skill, other than keeping your eye on the track, which varies in width, depending on which area you are in. It's very easy to slide off the track and plough through lampposts, cacti, palm trees, bushes or whatever else happens to be perched at the side of the track. It's a shame that when you do crash into them that they don't look damaged though.

While we are on the subject of damage, if you hit the car in front nothing happens! A few explosions, punctured tyres and a dramatic car spin wouldn't go amiss methinks. But this game does have a certain je ne sai quoi (which is French for bleedin' hell this is good – Ed) that grasps your attention and won't let go for hours. ●

Amanda Tipping

What more can I say except... Where's the Moet and Chandon?

VERDICT

Apart from a lack of explosive crash scenes, this is in fact a decent racing game. Titus has crammed every kind of race track into this cart, providing powerful gameplay which will leave you craving for more. It is a fairly easy game – you don't need to be an expert driver to keep on the right track. Although I don't want to encourage gambling, this is the best aspect of the game; it provides plenty of humour when you interact with the other drivers. In a nutshell, it's simple but effective and definitely worth

GARTH SUMPTER

REVIEW

MEGA DRIVE | by PSYGNOSIS | £39.99

Out Now. Contact Psygnosis (051-709 6466) for information

WIZ 'N' LIZ

Why do magicians have this thing about rabbits? Ask Wiz and Liz

It can't be pleasant, having to live on a planet called Pum. Let's face it, it's not the most exotic name in the galaxy. Mind you, it's better than Uranus. Anyway, Wiz and Liz don't really care – they're too busy trying to get their rabbits back.

Who's who

Wait a mo – who the hell are Wiz and Liz? Well they're a couple a magicians with a fondness for rabbits, and they're none-too pleased that someone's come along and nicked their fluffy friends. The rabbits have been hidden in various lands, and it's your job to go in, get the bunnies and get out again. What you've basically got to do is run into a rabbit, which will in turn jettison a letter that will float to the top of the screen. Get all the letters and a strange word will appear which uncovers the previously hidden exit. Then what you do is grab a number of rabbits, which allows you to leave that stage.

Wiz wanders aimlessly past the rickety old shack.

What do bunnies make? Points! And what do points make?

Spellbound

Being wizards, Wiz and Liz possess the ability to mix spells. During rounds, the player can pick up magic fruit which is released by rabbits and top up his Fruit-o-Meter. Two pieces of fruit, when mixed together, create a spell, and there's a stack of different types, including extra lives, more stars and entry into hidden sub-games. Mix the right spell and you can even go shopping!

Magic circle

There are two different types of shop; the magic shop and hint shop. As you may well have already guessed, the magic shop lets you buy ingredients to make spells, while the hint shop gives, surprise surprise, hints and tips on how to progress. Use the stars which you can pick up throughout the game to buy your gear with, but don't skimp – you only get what you pay for!

You might well be alarmed to find out that, at the end of each bunch of lands, there's a big, bad, end of level boss for you to contend with. Then again, you probably won't be alarmed at all. Anyway, use your baddy-busting spells to sort 'em out and you'll be fine. ●

VERDICT

Psygnosis put a lot into the presentation of their games, and this one is no exception. High quality sprites and excellent maps are the order of the day in this one, and It sounds top too. The main gripe is with the gameplay – it's too simple. There's a stack of sub-games, but you get tired of them after a while and the 56 levels become very samey. There's a fab two-player option though; so if you've got a friend, you'll enjoy Wiz 'n' Liz, but solo players are advised to take a look before making a decision.

PAUL RAND

What the bloody hell does 'Yardang' mean?

REVIEW | MEGA DRIVE | KONAMI | £64.99

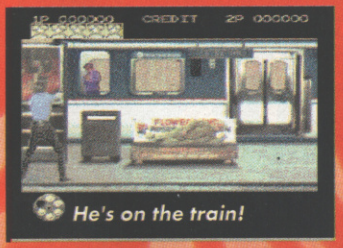
OUT: November. Contact Konami (081 492 2446) for information.

LETHAL ENFORCERS

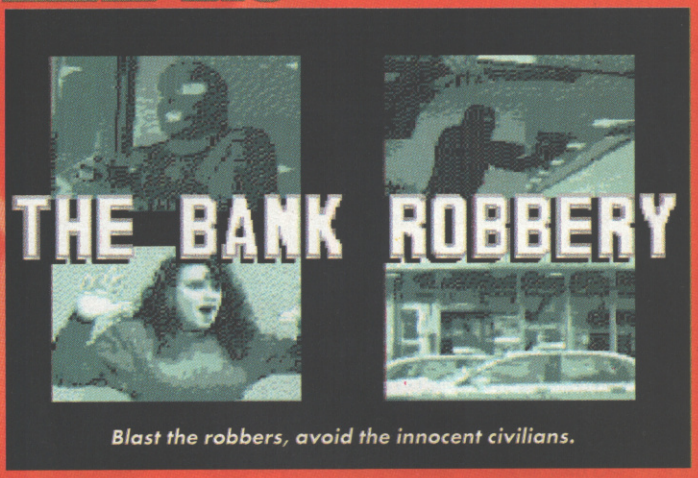
Trash the terrorists in Konami's game-with-a-gun!

This city needs a serious dose of community policing to combat the callous crooks in Lethal Enforcers. These trigger-happy villains are more likely to plug you with a pellet than surrender and come out with their hands up.

This game is Lethal Weapon, Die Hard and Miami Vice all rolled into one. It's all about the bad guys trying to take over the city streets. And it's up to you to spare no lives as you try to gun down the dangerous criminals before they get to you or any of a number of law-abiding citizens roaming the streets. Sounds familiar? This Mega Drive and Mega-CD game comes straight out of the arcades and into your living room thanks to Konami, who even provide a replica gun so that you can practice your shooting skills on the screen. Ready, aim, fire and prepare for the biggest shoot-out in the history of the games system!



He's on the train!



Blast the robbers, avoid the innocent civilians.

You've only got one bullet left – reload now!

The screen just got too full of baddies – ouch!

And again! This is getting tiresome...

It's a blast

Your first stop as crimebuster is at the High Street bank where a raid is currently taking place and a number of civilians are being held hostage. You have to aim carefully otherwise you could end up shooting an innocent bystander since they tend to wander across the screen without too much care for their own personal safety.

If you don't manage to dodge the baddies' bullets then you get hit. You'll realise this because red blood splatters the screen and you lose a life. Oh, and don't forget to reload your gun at the bottom of the screen; it's easy to forget that you only have eight bullets in your gun at a time, and you soon run out of ammo with all that blasting.

There's no set time limit on each level, but you only move on to the next stage when everyone (well, just the robbers) has been wasted. You exit the bank by the back door where you suddenly find yourself in the next level, which is, yes - you've guessed it- another shootout, this time in a deserted alleyway, followed by a crossfire of bullets during a high speed car chase.

Other scenarios include a street in Chinatown; a subway scene with a knife-throwing ninja, and a chemical plant, where dangerous gases are leaked when bullets crack the pipes in the factory. Even further into the proceedings, you have to fight off the advances of the evil drug barons, firstly down by the docks and then on a glamourous speedboat.

But the best scene by far is the international airport where hijackers have taken over a plane. This is because you not only have to dodge the bullets, but you have the added hindrance of hand grenades being thrown in your path by masked gunmen hiding in cargo carriers.

But it's not all playing cops and robbers, since most scenes end with a shooting range where the pressure's off and you can just practice your firing skills. This timed target practice is a welcome break from sinister stakeouts.

One thing to be commended is the Lethal Enforcers' graphics. As each baddy is shot, they dramatically throw down their weapons and keel over, groaning in agony. Along the way are also cries of help from innocent women and screams of fear from men, which provide some entertainment as they accidentally get caught up in the crossfire and die. (By the way, this isn't the aim of the game!)

VERDICT

If you've ever felt like unloading a few rounds of ammo into someone's nostrils but decided that it's really not the done thing in polite circles, then this could be for you. This is a simple, but shockingly addictive blast-'em-up. That said, it will not appeal to everyone and the gameplay can become repetitive. Graphics are faithful to the coin-op, but some are too grainy and provide unintentional camoflauge for baddies. If you're not a fan of the coin-op or Op Wolf-style games in general, steer clear. But if they're your bag, Lethal Enforcers is for you.

PAUL RAND

Nice boat; shame about the big gun.

32% won't get you promoted.

The terrorist doesn't find things particularly 'crate'.

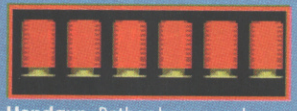
Give you a hand? You only had to axe...

Wonder Weapons

There are a number of weapons to find and pick up on the way to exterminating the enemy. Here's our guide to what you should use if you want to survive on the city streets.

Revolver. There are plenty of these, although they run out rather quickly. It holds eight bullets and is reloaded by shooting at the bottom of the screen.

Riflegun. Speedier than the handgun, and is far more accurate at killing the gun-toting hoodlums.


Handgun. Rather heavy and powerful; doesn't carry enough bullets for my liking, though.

Gas bombs. Speedy and efficient, these are some of the best weapons in the game. Kills the enemy quietly and quickly. How serene.

VERDICT

Lethal Enforcers is rather disappointing, although the added novelty of the accompanying toy gun adds something to the gameplay. There are only five different scenes to tackle, and some of the levels become repetitive. The action is there, but it's inevitably not enough to keep up your concentration and interest. Basically the fundamental aim in each scene is to wait for the baddies to come out from behind a window/desk/seat/pipe/car and then you shoot. Simple strategy, eh?

GARTH SUMPTER

Test your skills down at the shooting range.

Oi! You! Watch that paintwork! I've just had it Turtlewaxed!

You'd better wipe him out quickly – he's rather close.

Oh dear. You didn't even get a shot in.

MEGA DRIVE

PROS: A faithful conversion of the arcade original.

CONS: Becomes repetitive. It's very expensive, too.

GRAPHICS — Excellent looking gunmen, but some of the backdrops are a bit grainy. **88%**

SOUND — A non-stop beat and sampled sounds provide the atmosphere for the game. **85%**

GAMEPLAY — Quite good fun, but the action eventually becomes repetitive. **76%**

VALUE — Plenty of fun with the gun, but it's lacking in originality and variety. **72%**

STRATEGY	SKILL	ACTION	REFLEXES
4	7	6	7

MISS OK! HIT

80

MR NUTZ

Out November. Contact Ocean (061-832 6633) for more information

Help 'Sonic' the Squirrel in the quest to find his nuts (fnarr, fnarr)

Let's get this out of the way. Mr Nutz is a game where you gather your nuts (insert rude sound effect here), jump on your plums (ditto) and get nasty pricks from wasps (same again) as you go down in the woods (one more time). So with the innuendo over and done with let's get on with the review...

Standing between Mr Nutz and a horde of nutular snacking materials are The Bad Guys. From walking tomatoes to plant creatures straight out of The Little Shop Of Horrors, these deliverers of death do their utmost to prevent the lad Nutz from reaching the end of the game's worlds.

Luckily though, Mr Nutz is armed. Sadly his weapons are his nuts(z) and his swishy tail. Having plucked a nut from its hiding place, Nutz can unleash it in all its deadly fury, towards an unsuspecting foe. Aside from the nuts(z), Mr N can use his ninja death tail, flicking his adversary away from his path.

FEED ME!

You've heard of flying squirrels? Huh? Huh? Ah, forget it.

Ooh la la!

We've been shown various versions of this Ocean France-produced game for absolute eons, and you'd think that by now we'd be bored stiff of the thing. But no; Mr Nutz, despite the fairly sad title, is a bit of a good 'un. Graphically it's gorgeous, with massive sprites and loads of colour which has been well-used throughout. It's not what you'd call a pacey game – Mr Nutz seems to amble along quite nonchalantly – but there's a definite challenge there which platform fans should lap up. Give it a blast. ●

Paul Presley

SNES | by OCEAN | £TBA

DENNIS

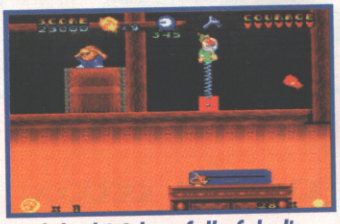
Out December. Contact Ocean (061-832 6633) for more information

An accident in the home just waiting to happen. What a fab game concept

Nobody loves converting a film into a platform romp more than Ocean. And this time they're up to their old tricks again with Dennis, the game of the film of the American comic strip.

You play the cheeky young chappie himself, a loveable scamp who gets into trouble with his grumpy neighbour Mr Wilson, no matter how good he tries to be! With hilarious results! In this game you have to explore each location (Mr Wilson's gaff, the park, the gym) and help the old geezer find his lost coins before you move on to the next level. There are baddies everywhere and even Mr W himself wanders about with a face like a wet weekend, ready to grab Dennis by the scruff of the neck and carry him back to the start.

Miserable old swine. Why Dennis doesn't just put a burning envelope with a dog poo in it through his letterbox, and then nip off to the sweet shop is anyone's guess.



Ooh look! A box full of dad's power tools. Brill!

Anyway, like any future borstal boy Dennis can handle a large armoury of weapons (waterpistol, catapult and peashooter), and there are lots of sweeties to be found which bolster his life meter.

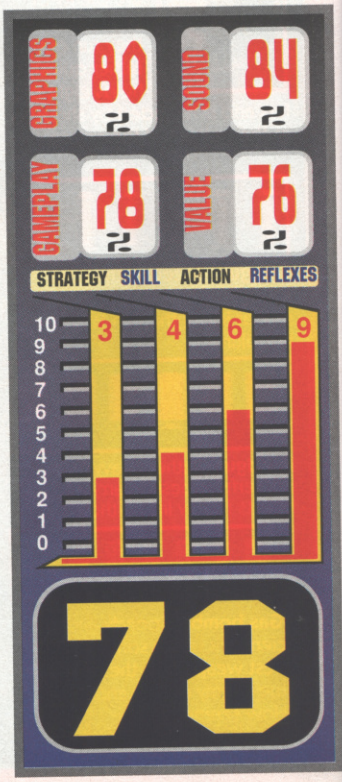
He's a menace

As you can probably guess it's all pretty standard stuff, and not unlike The Addams Family game. The end of level guardians are mighty impressive mind, and the sound effects of cats and mice getting shot are so marvellous I wouldn't be surprised if Ocean really did murder a few rodents in their fx department. But even with the odd bit of lever pulling thrown in to make it more cerebral, this is still a deeply unexciting game. Nothing new here I'm afraid ●

Martin Pond

Cool! Another box full of broken glass and sharp scissors.

An old bottle of lemonade that smells like bleach. Gimmie.



SNES | by OCEAN | £39.99

REVIEW

MEGA DRIVE | by ACCLAIM | £39.99

Out now. Contact Acclaim (071-344 5000) for more information

TV's most marketable family return for a third Mega Drive outing.

BART'S NIGHTMARE

Deciding it's time for a change, Bart has decided to do all his homework. Then, in an amazing twist of fate, which would even leave Rob Serling scratching his head in confusion, Bart and his homework are dragged into his own nightmare. Before he wakes up, he must track down his scattered work, or face being put back a year in school.

It's not what it seems

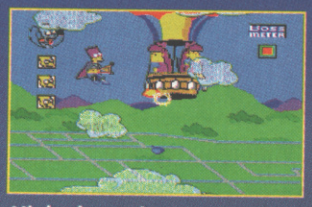
If we marked a game on first impressions, this would score minus figures. First you're greeted with a scratchy sample from the series' soundtrack, which cuts off, then the game starts and you're dumped on the street level which links the dream sequences together. It's bad. Having red-hot spikes shoved up your jacksy is merely an unpleasant irritation by comparison. The object is to track down bits of Bart's homework which let him enter the sub-games. The graphics are rough in the extreme. The playability has also been lost up a rather dirty brown creak and features poor collision detection and a tedious repetitiveness which has the same effect as two-dozen Valium and a bottle of Jack Daniels.

Dreamy

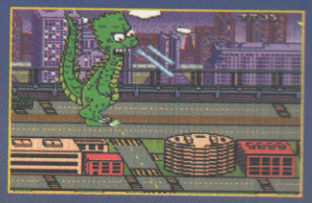
Just when it seems like you've being ripped off, you start to find the dream levels and the game turns around completely. These sub-games feature the fire-breathing Bartzilla rampaging through Springfield, superhero Bartman going up, up and away to battle evil-doers, Bart as Indiana Jones and in all sorts of other guises. Not only are these playable, they're also different from each other. More stages surface as you track down bits of homework.

This is a far better game than the terrible Bart vs The Space Mutants. However, what we at CVG really want to see is Homer Simpson, the game. After all, he's a not only a far more interesting character than young Bart, but he's an inspiration and role model for us all. Doh!

Welcome to my nightmare



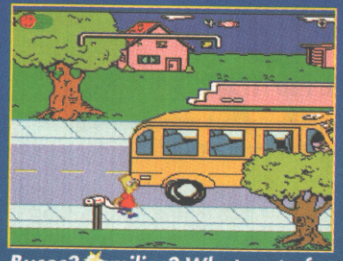
High above the streets of Springfield flies Bartman. Armed with a catapult, he's taking no crap from the likes of Barney on his flying pink elephant and Smithers in his dart-launching balloon.



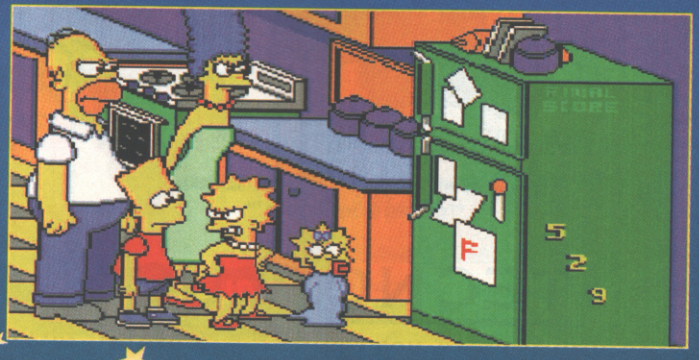
Springfield is about to be wiped off the map as Bartzilla rampages through, crushing buildings and blasting tanks and aircraft with his laser beam vision and fireball breath.

Bart does his bit for the environment as he clears up the sea by blasting over-sized microbes to bits.

The temple of doom where the prize is some homework and the penalty is a fiery death at the bottom of a pit.



Buses? Families? What sort of dream is this? Where are the cream cake trees? Where are the dwarfs in Welsh National Dress?

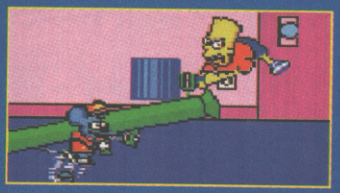


VERDICT

What more could a Simpsons fan ask for? This game has got the lot. All the best characters, a liberal dose of humour, wanton violence and frequently groovy music. In fact, if it wasn't for the appaling street scene which links the dream levels together, Bart's Nightmare would have scored even higher. As it is this a game no self-respecting Simpsons admirer should be without. Forget Bart Vs The Space Mutants, this is the game you should have in your collection. It's playable, varied and and will keep you hooked for ages.

GARTH SUMPTER

I had this dream once, after a cheese and tomato pizza just before beddy-byes.



GRAPHICS	SOUND	GAMEPLAY	VALUE
83%	79%	84%	78%

STRATEGY	SKILL	ACTION	REFLEXES
7	5	8	7

80

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OUT: Now. Contact Codemasters (0926 814132) for information.

MICRO MACHINES

Mini Ha Ha meets a Mini Metro and goes for a Mini Vroom Vroom in this small scale machine racer

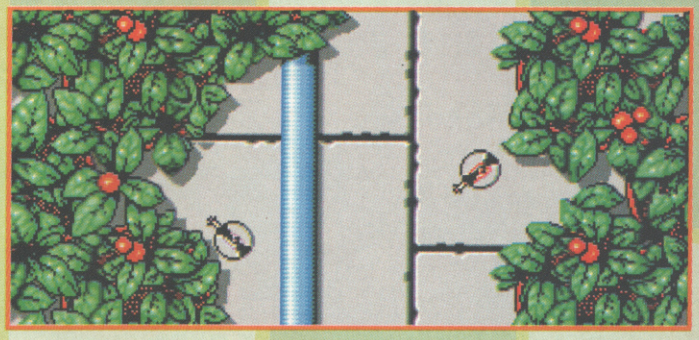
Ahh Micro Machines, we remember them well. Back in the midsts of our childhoods (about 10 minutes ago for some of us) we would spend many a happy hour racing these miniature marvels around tabletops, doorsteps or any other surface that came to mind. Of course we wouldn't spend so much time racing them as finding ever new ways to hurl them to their doom from large heights (eg off the back of the dog or hurtling out of the window). Now we can do the same on our computers. Who says they're limiting our children's experiences?

Gentlemen, start your engines

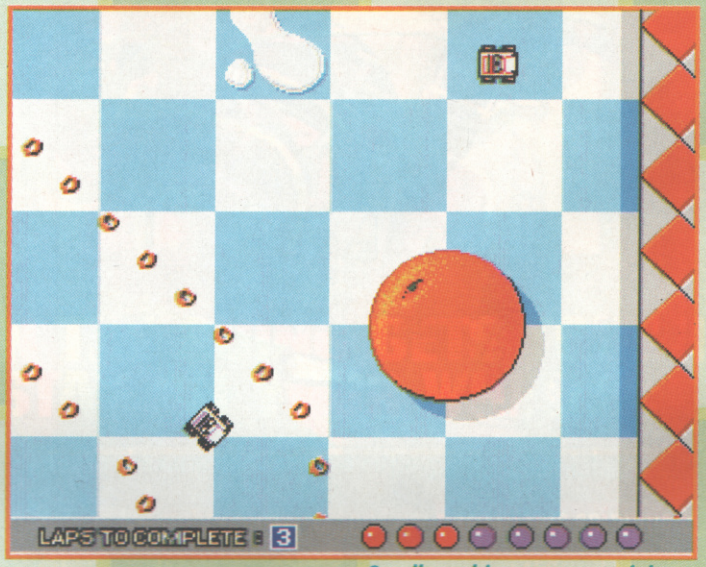
Micro Machines is a racer, obviously, but one with a difference you'll probably notice. For a start the vehicles are about the size of your little finger and they're not just limited to cars. Speedboats, tanks, helicopters, just about any type of vehicle that's ever been blessed with forward motion is found within. Plus, the tracks are a little unusual too, comprising breakfast tables (complete with spilt milk and cereal packets), school desks, bathtubs and many more.

To extract the most fun from Micro Machines you'll need a willing partner. Twice the interaction means twice the excitement as you spend the entire race continually smashing into each other (or shooting each other when you use the tanks), trying to knock your opponent off the side of the table.

There's more to it than mindless violence though, as causing your opponent to fall off or get left behind as the screen overtakes him means he loses a life. Once all of his lives have gone you win the race automatically. It's possible, therefore, for a complete race to last a mere half a lap.

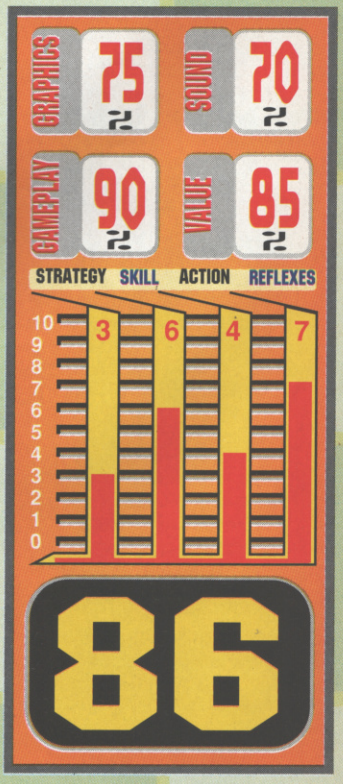


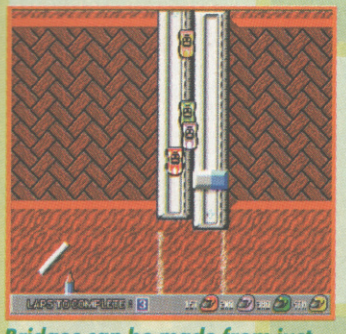
Instead of driving, try flying, and beware of the tricky foliage.



Small machines are more juicy, and they have more fun.

A motley crew to choose from.





Bridges can be made from just about anything.

VERDICT

Actually all of the nostalgic nonsense above was a lie. I hadn't even heard of Micro Machines until this game came along, and if they were anything like this then it seems I've had a wasted childhood. This is a real hoot. Nipping along some of the most bizarre tracks in some of the most bizarre vehicles is immense fun. Try to imagine Super Sprint (remember that?), then add tons of gameplay, excitement and action. Micro Machines is highly recommended, even higher if you've got someone to play it with.

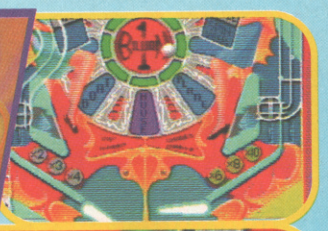
PAUL RAND

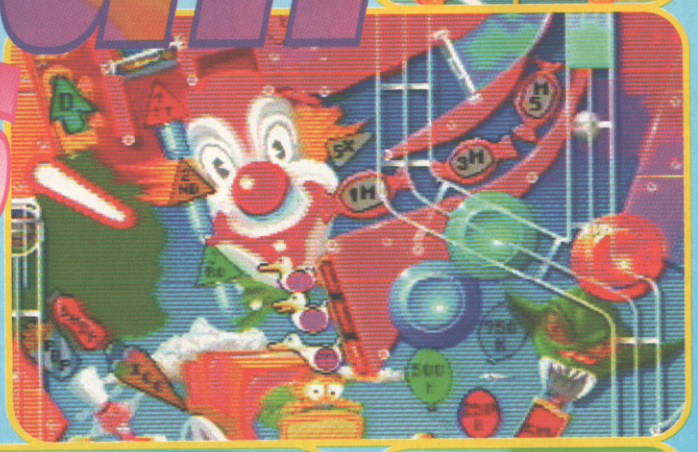
REVIEW

CD32 | by 21st CENTURY | £32.99

Out now. Contact 21st Century Entertainment (0235 8511852)

Pinball FANTASIES





Let your pinball wizardry loose on the new CD32 version of the game

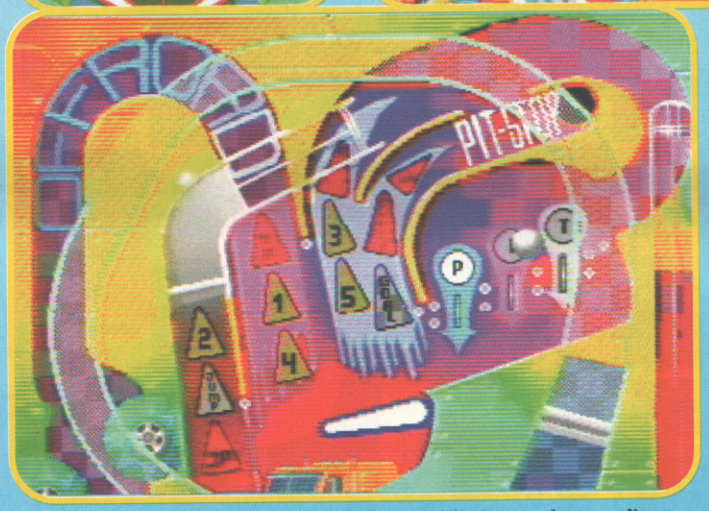
If there's going to be a surefire seller in the video game market that hasn't got the words 'Street' 'Two' and 'Fighter' written all over it, it has to be a good pinball game. Let's face it, we'd all love one of those big, noisy tables set up in our front rooms, but they're too bloody expensive and would clash with the Georgian coffee table, so the digital pintable is the next best thing.

Elton

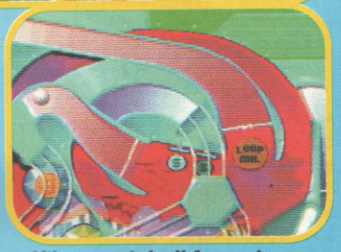
21st Century has pretty much made its name from the pinball genre, knocking out the massively successful Pinball Dreams and Fantasies on Amiga, with a PC version of Dreams almost complete and a SNES convert in the pipeline and being handled by GameTek. Pinball Fantasies on CD32 is not much different to the floppy version, but there are a few changes. For a start, it's in 256 colour mode. Then there's the CD-quality music that's in there – although the actual in-game tunes are just the same Amiga-created ones as in the floppy original, which is a bit of a shame really.

John

The player is given the opportunity to tackle any one of four pinball tables – Partyland, Billion Dollar Game Show, Speed Devils or Stones And Bones – each with their own particular layouts, pitfalls and prizes. You all know how to play pinball, so there's no point waffling on; just whack the ball with the plunger, use the flippers to keep the ball in motion and pick up the goodies littered around, and if you lose the ball three times, that's yer whack, Jack.



Instantly addictive and appealing.

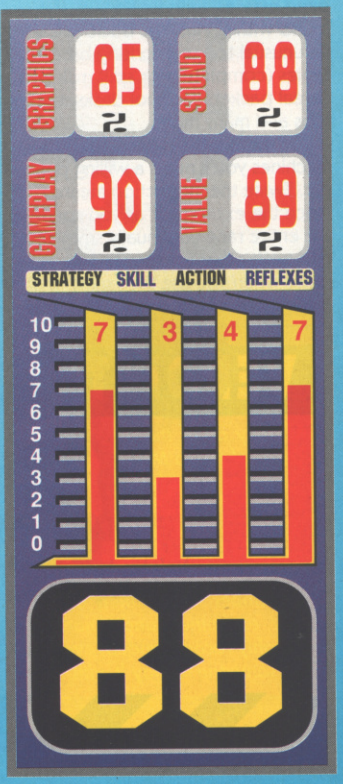


Fulfil your pinball fantasies.

VERDICT

I'm a big fan of the Amiga versions of 21st Century Entertainment's pinball games, so I was obviously eager to slap the disk in the drive and have a blast of some top CD pintable action. All sorts of ideas about new CD additions were rushing through my head, so I was a little disappointed to find that the CD32 game is essentially the same as the floppy version, bar the extra colour and between-game CD tunes. However, it soon dawned on me that, hey, this little beauty plays just as well as the Amiga version! All four tables are enjoyable – Billion Dollar Game Show is a blast – and it's the sort of game you'll come back to time after time. Black marks for not using the capabilities of the machine a little more, but a definite thumbs up.

PAUL RAND



ROAD RASH

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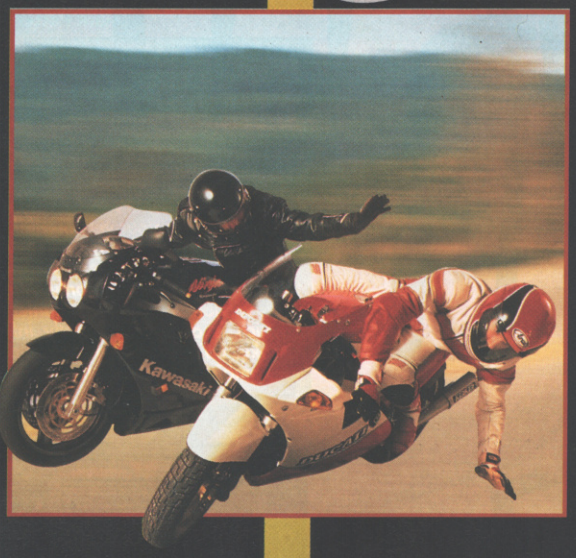

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REVIEW

MEGA DRIVE | by KONAMI | £44.99

OUT: November. Contact Konami (081-429 2446)

ZOMBIES

Seventies B-movies are the inspiration for this zombie-infested romp

You screamed in horror at the October issue, now terror has a new form - Mega Drive Zombies! Konami's excellent undead yomp lives again with all the thrills, spills and comedy of the fantastic SNES original.

SCREAM as rotting corpses tear into your parents! Feel the TERROR of the trapped tourists as the werewolves close in! SWOON with fright as mutants from Mars make out with your cheerleaders! Zombies has all this and more. Only you, and possibly a mate if you have one handy, can stop these B-movie rejects from making mincemeat out of your neighbours.

Dodge the zombie

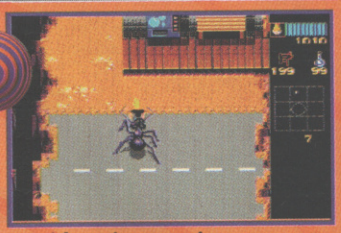
The bulk of the action is routed firmly in exploration. At least one person has to be found and rescued to complete the level, and then there are the creatures to contend with. Konami has struck a balance between searching and shooting, and each stage is altered enough to prevent the game being repetitive. A degree of strategy is needed as the different weapons you find are best employed against specific creatures. This leads to some real tight spots as you're confronted by a pack of werewolves with only enough silver cutlery to take out the front row. What's the next best thing? Tomatoes? The fire extinguisher?

Undeadly humour

What makes the game is its sense of humour. If you're a fan of classic B-Movies you'll recognise some of the greats here such as Night Of The Living Dead and the Invasion Of The Body Snatchers. The game features 48 such levels with an additional seven bonus stages, which feature an action version of Lucasarts' ace PC adventure Day Of The Tentacle, and an outing to their offices where the staff have literally lost their heads!

If you caught last issue's review, you'll have seen that SNES Zombies was an excellent-looking, brilliantly playable cart – but what about on Mega Drive? Let's see whether or not Konami have done the biz...

Mark Patterson



Avoid getting ants in your pants.

Bubblelicious man!

STARS AND BARS

Knowing your enemies is the key to surviving in Zombies, so here's a cut-down, at-a-glance guide to the game's undead inhabitants.

Werewolves: when night falls, the tourists you're supposed to rescue undergo a dramatic change and become all hair and werewolf like.

Dracula: has a nasty habit of teleporting right on to the person you're trying to rescue, killing them in the process.

Giant ants: devious, large and very hungry are just a few of the words to describe these giant flesh-eating insects. Avoid at all costs!

Big Baby: he's big, he's cute and he'll trample you right into the dirt if you get too close. Big Baby is one creature not to trifle with.

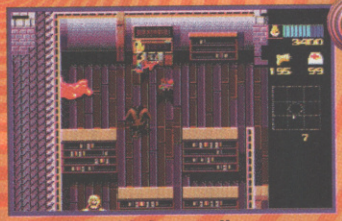
Zombies: the game's cannon fodder. Their thankless mission is to rise from the ground, get shot, die and return in the next level.

Axe Babies: based on Chuckie, the lethal doll star of Child's Play, the axe babies can only be killed with the soda cans.

VERDICT

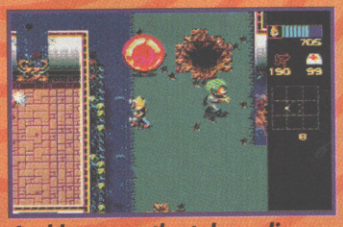
We went absolutely gaga over Zombies on SNES just one issue ago, and it's not difficult to see why – it's an action-packed, top-laugh type of game that we're still hammering away at. And all you Mega Drive owners can breathe a huge sigh of relief, because your version of the game is practically the same! The graphics are a treat to the optic senses, the gameplay is packed with surprises and in fact, the only difference between this version and its SNES counterpart is the soun, which is of a very slightly inferior quality. It makes no real difference to the package, though – Zombies on MD is a stunner!

PAUL RAND



Avoid the blobs at all costs.

Here's the token mad scientist.



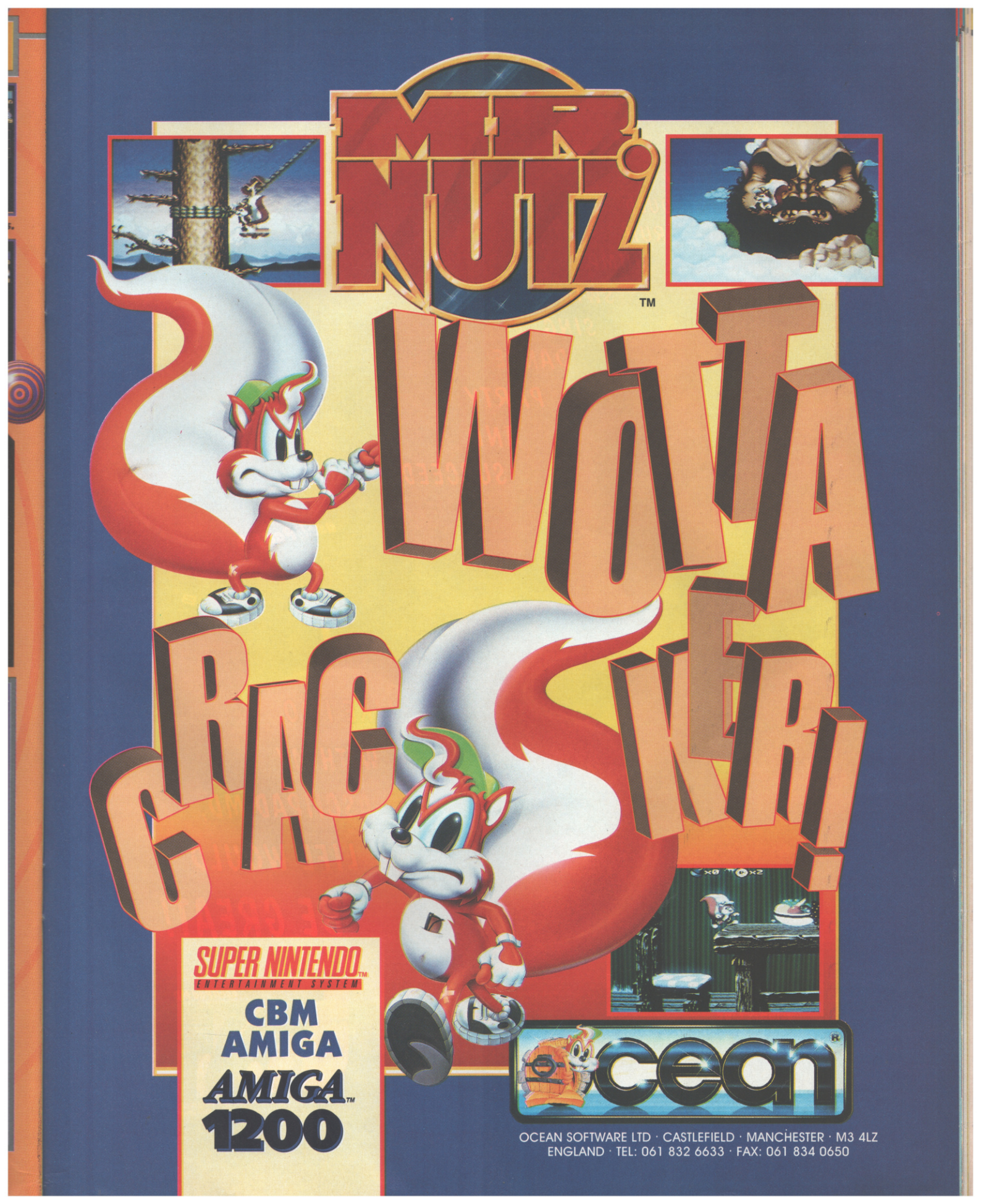
And here are the token aliens.

The zombies are undead – sort of dead but alive. Weird huh?

GRAPHICS	SOUND	GAMEPLAY	VALUE
83	84	90	88

STRATEGY	SKILL	ACTION	REFLEXES
4	5	6	6

88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REVIEW

MEGA DRIVE | by ELECTRONIC ARTS | £44.99

Out November. Contact Electronic Arts (0753 549442) for information.

JAMES POND 3 OPERATION STARFISH

Third time around for the fish with a mission, but can we steer clear of the fish jokes? Plaice your bets now...

EA's fishy hero James Pond is back with a vengeance in his latest secret mission, Operation Starfi5h on Mega Drive. Not content with life on Earth (well, the Atlantic to be precise) he's now been sent to the moon to thwart the plans of the evil Dr Maybe. Maybe has a dastardly plan to snatch up all the dairy produce in order to gain control of the world's ice cream market – and only agent Pond can stop him.

We all know the moon is made of cheese (I'll come back to that in a minute) and the salty secret agent has to scale down Maybe's menacing motives and battle against various aliens along the way, including very cute mice (hence the cheese – told you I'd come back to that) of different sizes, some donning protective armour and hurling cheese cannons.

Cam and Bert

As if our James hasn't enough to worry about, he then has to rescue and team up with three other FI5H agents wandering about on the moon. Cosmic catastrophe!

Help is also on the way from the Captain who looks more at home selling fish fingers (Oh Cod, did I just read that? – Ed.) than offering advice to James at various stages, warning of danger zones and booby traps laid down by the Doctor.

There are an impressive 111 levels, starting at the Garden of Edam and travelling through to Parmesan Plains, Camembert Canyon, Cheese Tower and Secret Slime Pit to name but a few (as if the fish puns weren't bad enough). The adventure doesn't really get going until you leave Edam though. One thing that must be commended is the map of the moon. You even get to choose which level you want to go to next, by travelling to the different towns. It's Cheddartastic!

Arsenal

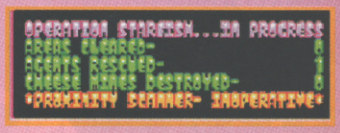
James' weapons arsenal includes tea cups, rocks and spring-bottomed boots which give him a powerful boost to reach new heights in space. He is also armed with a fruit suit which enables him to roll on top of enemies to splat them. Further into the game he can make his getaways on moon buggies, mini rockets and giant moon worms

Moonie

Throughout the game James can pick up gold moons which give him additional points. He can climb trees in anti-gravity boots to get these moons, which can conceal energy boosts, so it is important to try and pick up as many of these as possible. Gravity can weigh him down and the poor little mite is prone to the odd panting, so use turbo to speed him along. James Pond 3 is a good catch and it's fun fathoming out the levels.

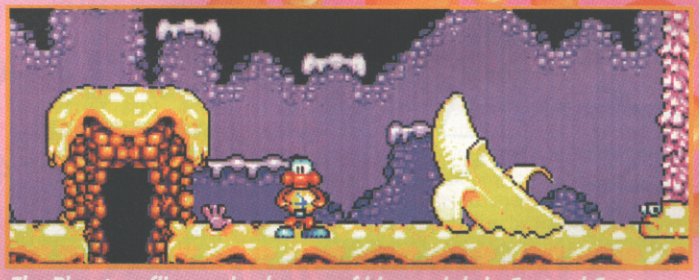
Amanda Tipping

Our brave hero starts his gruelling mission here. We're depending on you, Pond.



Careful you don't slip into the secret slime pit.

Pick up these boulders and blast away those mice.



The Phantom flinger chucks one of his specials in Custard Crater.

VERDICT

That piscine hero strikes again! Robocod was always going to be a hard act to follow and, while Operation Starfi5h is a credible effort, it does have its flaws. The levels are a bit too barren for my liking – there are times when there's nothing on-screen except James himself. The most annoying part of the game, though, is that you're put right to the start of the stage when you die, which becomes frustrating. Still, it looks pretty and the gameplay is challenging – if more thought had gone into it, Operation Starfi5h could have been better.

PAUL RAND

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Want a beat-'em-up that's not hyped to hell? Well you're in luck...

The crowd watched the panda-monium occurring in the ring.

RANMA

With all talk centering around Mortal Kombat and Street-fighter 2, Ocean has gone through the back door and sneaked out this little number. Ranma is best described as weird. It may look like a conventional beat 'em up but it's certainly out of the ordinary.

Ocean's version of the game is different to the one which appeared on import. Many of the characters have been changed, new attacks added and backgrounds altered. The result is a game which is almost totally different to its predecessor.

The fighters are a strange bunch (for example there's a woman armed with a cat and a giant panda. It sounds stupid, but it's this quirky action which puts it quite apart from the usual fighting games. Strip away the human and you find a game which steadfastly sticks with the traditional beat-'em up format. In a single-player game the aim is to give the other 11 fighters a good kicking.

Pavement fighter

Considering the lengths the programmers have gone to to create original, funny characters, Ranma's stars are decidedly lacking in moves, which makes the game rather simple. Only three buttons are needed, one of which is block, so it only takes a game to learn all the moves of your adopted character. There are a few special attacks to learn, but these are simple joystick combinations which are easily mastered.

Acrobatics come in handy when you've been clobbered.

Quirky action is what makes this beat-'em-up stand out.

Ranma certainly makes a change from the big name games. Although it certainly isn't a Streetfighter beater, it's still worth a look. ●

Mark Patterson

Out Nov. Contact Ocean (061-832 6633) for details

SNES £49.99

COSMIC SPACEHEAD

Adventure game meets platform game in combination shock!

Cosmic takes a break from the adventure with a platform romp.

The planet Lino is where the adventure begins.

Strange cyclops are fairly common on Lino – as are carpet tiles.

You know there's nothing worse than trying to prove your identity, except maybe trying to prove someone else's. Cosmic Spacehead has a larger problem though. Sent from the planet Linoleum to discover new life and all that, he returns claiming to have found Earth. Trouble is, no one believes him. There's nothing else for it, he's going to have to get back to Earth and get some pictures. Enter you, stage left...

Two sides of the coin goes the saying and two sides to this game goes this review. Mr. S Head (make your own nicknames up) has to split his talents across two types of game – adventure and platform. The adventure sections are the main ones, starting with El Cosmic on his home planet, trying to find some means of transportation back to Earth. He also has to find a camera as, once there, he'll have to work out what to take snaps of and how to get them back.

Mini platform romps make up the sections leading from one adventure screen to another. Jumping over pits and drops and avoiding the hostile natives, the Cosmic one simply has to get from one side to the other. Once completed the section doesn't have to be replayed. While here you are able to pick up bonus lives and the like for use further in the game.

Pie slap

A bonus game is included on the menu for two players. It's a simple variation on the classic old Tank game of Atari VCS fame. Two players control strange wind-up toys as they wander around a maze throwing pies at each other. Slap your opponent more times than he slaps you and you win. Simple. ●

Paul Presley

Out Nov. Contact Codemasters (0926 814132) for details

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SUPER NES TOP 20

1	MORTAL KOMBAT	AKKLAIM (PROBE)	16M	UK	£49.95
2	STREET FIGHTER 2 TURBO	CAPCOM	20M	USA/JAP	$CALL
3	SUPER BOMBERMAN	HUDSON SOFT	8M	JAP	$59.95
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REVIEW

MEGA DRIVE | by ACCLAIM | £39.99

Out November. Contact Acclaim (071-344 5000) for information

Gomez is the main character.

Acclaim releases a dated licence to give Sega owners a Mario-style game

Yeah, yeah, yeah – they're ooky, and they're spooky, etc, etc, but isn't this conversion of the aging Super NES platformer just a little late? Perhaps, yes. For those of you who have had your heads stuck somewhere dark recently, The Addams Family was originally an Ocean licence which appeared for the Amiga, ST, and Super NES. Basically, Ocean was trying to perfect a Mario-style platformer and, to give them credit, they did so.

Gomez takes the Mario-esque role as he scours his eight-wing house in search of his kidnapped family. Loosely based on the film's plot, ruthless property developers are planning to knock down Chez Addams in order to build a new development on the site. To force Gomez out, the property baddies have filled the house with all manner of deadly creatures and have locked away Morticia, Pugsley and co in separate wings of the building. Thus, using his devastating bum-bounce power (a key aspect in the film, I'm sure you'll agree), Gomez explores the scrolling play area and defeats bosses in a search for his kin.

Don't stare, it's rude.

Pumpkin fun in the games room.

He's in the money.

THAT'S USEFUL

As Gomez scours the house in search of his family, coins line the route and prove very useful indeed. 25 will replenish one of Gomez's two energy hearts, while collecting 100 bestows an extra life upon the moustachioed one. Similarly, other goodies awaiting collection include a sword and ball which can be used to kill off any oncoming nasties; a pair of trainers to speed him up and a Fezcopter which endows him with the ability to fly.

Sega's Mario?

Fans of Mario will feel instantly at home with The Addams Family, as it features all the coin-collection and power-up escapades which have eluded Mega Drive owners for so long. There isn't really a Mario clone for the Sega, so it's a fairly shrewd move by Acclaim to snap this up – but I can't but feel it's a case of too little, too late.

Gomez flies along.

VERDICT

Ocean's SNES version of Addams Family was a bit of alright, but that was some time ago now. In terms of graphics and sound, Acclaim's Addams Family on Mega Drive is great. The backdrops are detailed with pictures adorning the walls in the hallways and neat little touches such as bear-skin rugs and suits of armour used as hazards – however, when compared to more recent releases including Pond 3 and the Sonic games, it comes across as a little dated. Perhaps it might have been an idea to convert the sequel, Pugsley's Scavenger Hunt, instead? Still, The Addams Family is an enjoyable little romp and there's no doubting that it is very playable indeed – it's just not enough in these days of advanced platformers, though.

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REVIEW

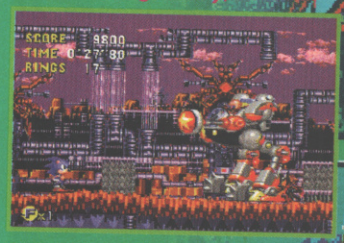
MEGA DRIVE ▶ by SEGA ▶ £TBA

Out October. Contact Sega (071-373 3000) for info

Sonic the Hedgehog has made it on to CD! It's bigger, but is it better?

Any plot which uses time travel will get confusing. So why use it? Well, it's a way of giving the same old things a new lease of life. As such Sonic CD is basically an upgrade. The story goes that Doctor Robotnik has created a time machine to travel around a bit and taken over control of seven zones in Sonic land (Moebius). You have to claim them back.

Doesn't ever get dizzy, does he?

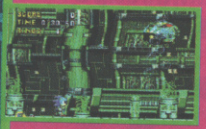


Robotnik is about to let rip.

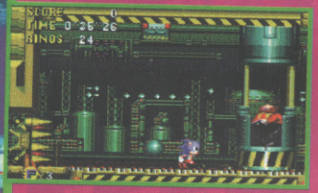
The new bits

You're just dying to see those extra levels eh? Well, here's a brief glimpse of what to expect in each zone.

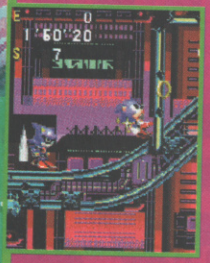
Collision Chaos. This one's fast and crazy and very similar to the soon to be launched Sonic Spinball..



Tidal Tempest. Half of this level is submerged in water and a bit confusing to get around. A bit slow too.



Wacky Workbench. Set in a factory, the floor is charged with electricity. Touch it and Sonic goes flying. Lots of pipes make getting round easy, and a super fast level!



Metallic Madness. Near the end Sonic finally gets to meet Metal Sonic AND Robotnik.

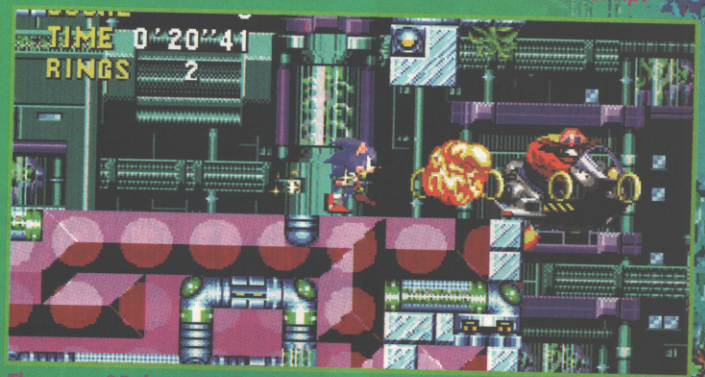
Time travel

The new angle with Sonic CD is each of the seven zones comprises three stages – past, present and future. Among these Sonic will find posts marked out for one of these periods of time. The good part is that Sonic can affect the future by his activities in the past, so if something doesn't seem right in a future stage then you can probably find a cause in the past. Although time travel isn't necessary, it will alter the ending.

Bit of fluff

As Sega's main bit of fluff, Sonic has had a couple of enhancements: he has a new spin-dash, and a new sequence when launching off a spring-board, but best of all, he's even faster!

To show off his new features, Sonic's terrain has been crammed with all those loopy loops and burrows which made the character famous. You soon discover there are masses of secret rooms too, loaded with power-ups and collectables. Some new stuff includes vertical launch ramps, spinning turrets and Amy Rose who's Sonic's kidnapped girlie (yuk!).



There are 35 dance tracks, from the likes of 2Unlimited and Bizarre Inc.

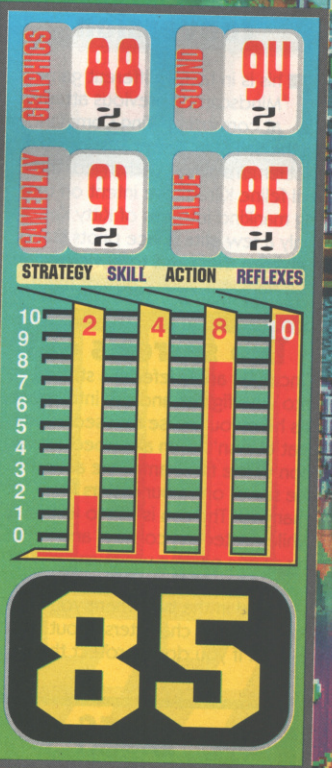
But get this, Sonic still has another surprise in store: Metal Sonic is a new creation of Robotnik, and a vastly enhanced Mecha Sonic from Sonic 2. Annoyingly, Metal Sonic is almost as fast as Sonic and will electrify himself whenever Sonic gets near, making him a real stubborn cretin. Although Metal Sonic is confined to the final stages, it's worth seeing. Of course, after all that running Sonic could just take off his shoes and give old Metal Sonic a whiff of his stinky toes. Then again, that would be too evil.

Deniz Ahmet

VERDICT

Sega's flagship icon has almost come up trumps on this shiny format. It's been enhanced in every department, with the time travel element adding depth that was missing from earlier games. As it stands, Sonic fans will not be disappointed. It hasn't really used the potential of CD-ROM because most of the storage space has been consumed by the audio tracks. The game is a lot bigger, but it is still possible to whoosh through many levels almost unintentionally, particularly as you don't need to bother with the time travel element.

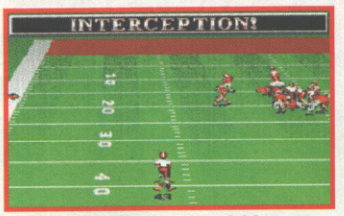
PAUL RAND



BILL WALSH COLLEGE FOOTBALL

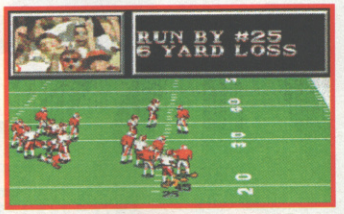
Another USA pundit puts his name to another footie game

Out now: Contact Electronic Arts 0753 549442



A poor pass. You should have eaten your Frosties.

Your host for the day. Statistics are his thing. Interesting guy.



Sack the quarterback and the crowd go absolutely mad.

The alternative to John Madden is Bill Walsh, college football coach genius and front man of EA's new sport sim. It looks similar, but it isn't actually a Madden game. Despite a similar control system, and near identical options screen, it is very different.

Go four it

But aren't college football and the professional game the same? Well if you're a Brit yes, but if you're an American no. This is the second game in so many months which works with EA's four-way adaptor. Slap it in and you and your pals can gang up against the computer, or have three against one. Alternatively you could go two aside, but this isn't half as much fun. The game gets complicated when you try to outwit the other team. Instead of merely calling plays, you can rig-up dummy formations to confuse them. There are also audibles, which allow you to change to one of five different plays when your team are actually on the pitch. These features aren't necessary since the computer can usually be beaten using joypad skills instead of subtle tactics.

College Football is a good game in its own right, but whether you've got a four-way play adaptor or not, check out the Madden's review on page 53 – it's the better game.

Mark Patterson

MEGA DRIVE ▶ by ELECTRONIC ARTS ▶ £44.99

WING COMMANDER SECRET MISSIONS

Take on the Kilrathi (again) in yet another SNES conversion

Out now: Contact Mindscape 0444 246333

Get too close to a Kilrathi ship and the graphics get very chunky

Use your targeting computer to track down enemy craft.

This is in fact a different game to Mindscape's previous attempt at converting Wing Commander to the SNES. In Secret Missions the plot remains almost unchanged; the evil feline Kilrathi are intent on turning mankind into tins of Kitty Kat. Only a few elite space pilots stand between them and total victory, and as it happens you're one of them.

The secret's out

Once you are briefed it's straight into your fighter and out into space. It's here you realise the 'secret' was that this isn't even a souped-up version of the first game. The action's the same, only your orders have changed. The aim is still to kick butt while protecting convoys and keeping an eye on your wingman.

Before each mission you're dumped in the bar where you chat to the game's characters about recent events. If you don't protect them during a battle though, you'll find they start dying out, which makes drinking a lonely passtime. Apart from that, it doesn't matter how many of these buy it during the course of the game, as long as you're still flight worthy the game continues.

Iceman is your occasional wingman. He talks cack so ignore him.

In the transition from PC to console, Wing Commander's playability and atmosphere have vanished leaving a sub-standard cartridge. Sadly there's no in-depth simulation here, simply point and fire.

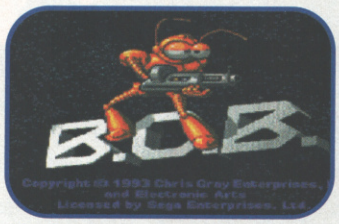
Mark Patterson

SNES ▶ by MINDSCAPE ▶ £44.99

BOB

BOB, or if you're feeling formal, ROBERT, is EA's new platformer

This world is called, erm, now what was it, oh yeah – Purple World.



The hero, nay, star of EA's latest platformer... BOB.

BOB is a very mobile sort of alien, stroke, insect-type creature.

It's hard to make an insectoid robot thing look cute, but Electronic Arts has done its damnedest with Bob, the platform star who's about to appear on the Mega Drive after being launched on the SNES. He's got these big cow eyes, he does a cute little jig when he finishes a level and he produces all these cutesy speech bubbles that could have come straight out of Wayne's World, but he still looks like Jiminy Cricket after a course of steroids, mind.

So here's the plot

The plot has Bob wrapping his spaceship around an asteroid on the way to a blind date, and struggling to find some transport so that he can get there on time. Of course all these Cilla Black shenanigans are merely an excuse for you to indulge in a platform shoot-'em-up set in a variety of alien environments. There are loads of monsters and hazards including pools of acid, Alien-style pods, crabs, gnats, cannons, fire-breathing snout monsters and exploding mushrooms. And once you've found the exit of one level you're thrust into another. Luckily our Bob is an adaptable chap, so he can climb ladders (up and down), operate elevators, shuffle along overhead wires from one hand, and shoot in any of three directions. Blimey his CV must be bigger than mine.

Martin Pond

Out now. Contact Electronic Arts (0753 549442)

MEGA-DRIVE ▶ by ELECTRONIC ARTS ▶ £44.99

CLAYMATES

Hip! Hip! Hooray! It's a game about, erm, clay!

It's not as if we haven't had clay-based games before. After all, there's been System 3's Silly Putty and, er, that's it. Interplay's grabbing of the rights to the Claymation characters made famous by the likes of California Raisins seemed like a strange idea at the time, but it's spawned two titles: Clayfighters (check out the review next month) and this one.

California dreamin'

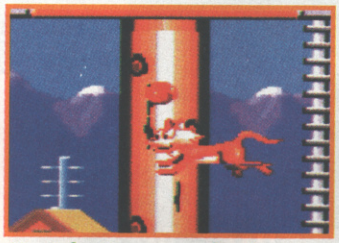
You control Clayton, a small blob of clay with the ability to change into various animals and take on their characteristics; were he to alter his shape into a cat, for instance, he'd be able to climb trees and such. Anyway, the point of the game is to track down the local witch doctor who's turned you into clay, while avoiding or taking out his many henchmen.

As you might well imagine, Claymates is basically a platform game, with the odd sub-level thrown in for good measure.

Gameclay

This is a good-looking game, and the characters look as though they've been rendered in clay. Unfortunately, gameplay hasn't had the attention paid to it that it should have had. The problem is that, when you're 'in character' as, say, Oozy the mouse, and you get hit by an enemy, you turn back into a hideously-difficult-to-control ball of clay, which makes it very difficult to proceed. Claymates is an enjoyable enough game, but it could have been a real star if the playability was a little better.

Paul Rand

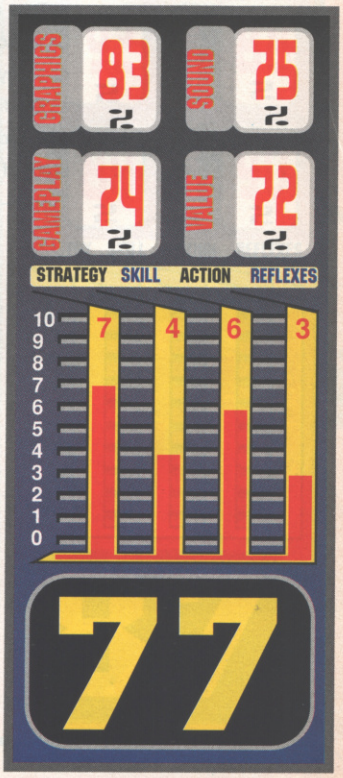


No, I don't suppose he does much look like a ball of clay...

Move between the platforms with the greatest of ease.

...but that's the beauty of it, Clayton can metamorphasise into anything.

Out now. Contact Interplay (0865 390029) for information.



SNES ▶ by INTERPLAY ▶ £44.99

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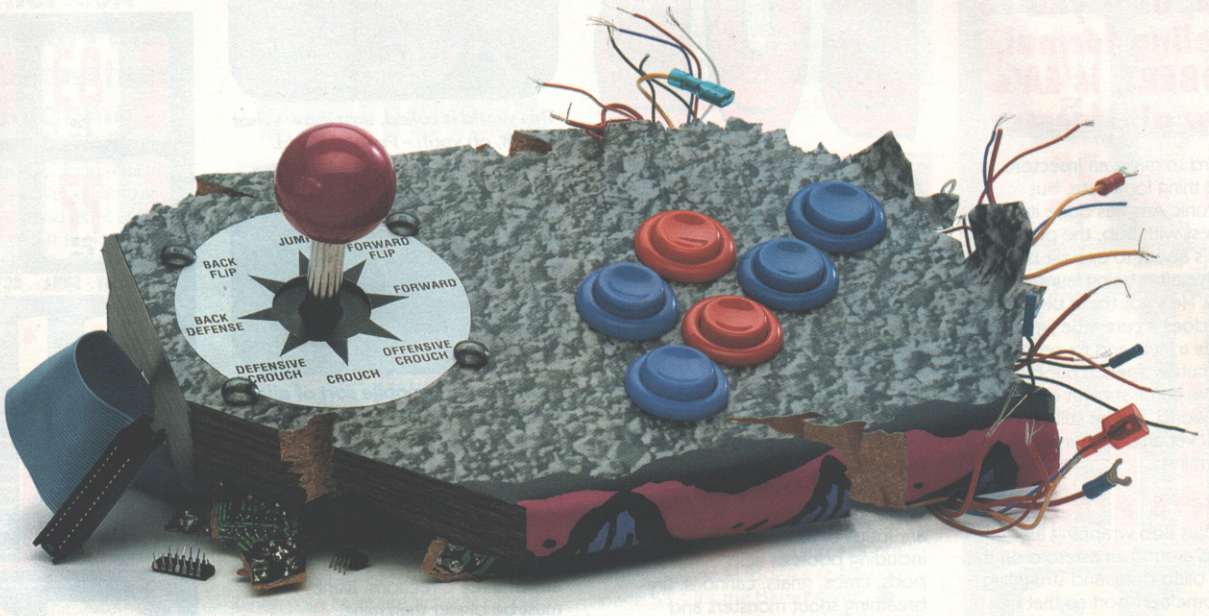

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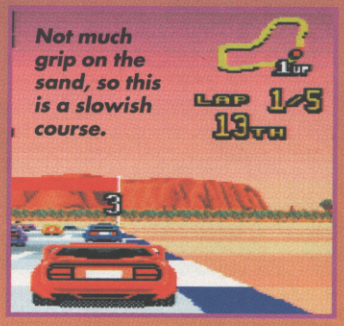
Out November. Contact Kemco/Maruberi (071-862 8816) for information

TOP GEAR 2

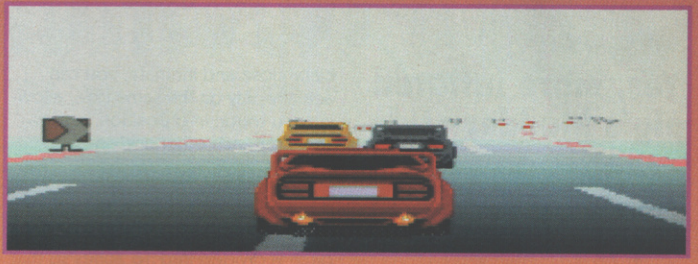
Stay clear of the walls.

Need some driving practice before your test? Don't play this game then

This is the sequel to the first SNES game ever which managed to offer smooth high speed racing without employing Mode 7 graphics. Although this aspect has been shunted over to the sequel, the graphics engine has been bumped up a gear or two in the process, improving the illusion of speed.



Not much grip on the sand, so this is a slowish course.



Drive with care or it's crash and burn time.

It's top

Top Gear 2 is an 8 Mb cart, and by doubling the memory an entire backseat of features has been added to the game. What's immediately noticeable is the revamped graphics – a vast improvement on the almost cartoonish style of the original game. Thankfully Top Gear 2 now offers you full-screen racing in single-player mode, so you can fully marvel at those detailed backdrops. Two-player games are slapped into the usual split screen mode, but thankfully this doesn't drastically affect the speed of your car. There's also an all-new car damage indicator; this means that if you hurtle round the course like a trapped buggie, or if you simply don't know your left from your right, then sadly your racing performance will be lowered to the tragic 'Game Over' stage.

While you scorch along the various courses, you can take in the scenery of the 64 cities throughout the 16 countries which you pass through. (Good news considering the distinct lack of tracks in Top Gear). Each one offers a different length of course and a different number of laps required to hit the chequered flag. As if that's not taxing enough you'll also have to navigate your motor through some pretty awful weather: rain, snow and fog will each demand a more careful approach to your driving.

Model drivers

Surprisingly, opponent drivers are rather well behaved, but they are flipping fast so you have to be quick witted about your driving tactics to get ahead. The only real way of getting to the top of the field without a new engine is by using your nitro turbos at the starting grid to gain a significant lead, and basically holding on to that position for dear life. The delights of a new course will not be experienced if you fail to qualify. And to qualify you have to make your way in to the top 10.

Get the gear

The way to get the edge on your fellow Top Gearers is to load-up your car with the goodies that are available at the garage before the levels. Providing you've earned specific quantities of dosh by qualifying in a high race position, you can drive away with a new engine, gearbox, tyres, armoury, or even a lairy paintjob! With three difficulty settings, this game should hold your attention until the next driving game comes along.

It's all a bit of mad fun really. If you plan on using this game in preparation for your driving test, that's fine – just don't forget to make funeral preparations in advance! ●

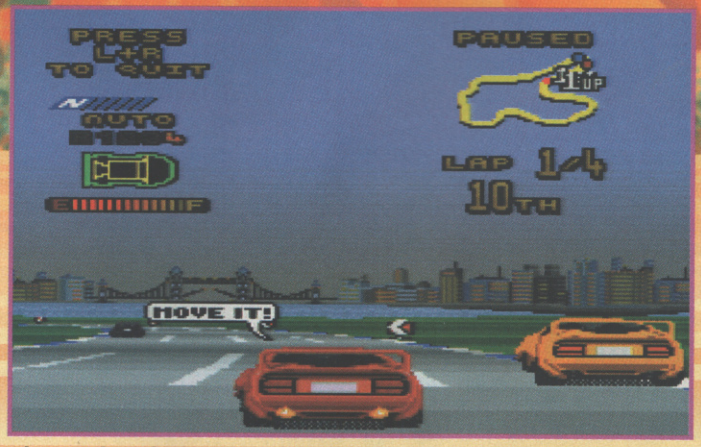
VERDICT

A racing game with no Mode 7 graphics! Sounds about as much fun as a traffic jam on the M25. Luckily, Kemco has provided the smoothest and most nippiest graphics yet seen in a non-Mode 7 racing game. The problem is though that every other car seems faster than yours. And to get a more powerful engine you have to win heaps of races, and you can only do this by using your turbos at the starting grid – before the cars have a chance to overtake – but hey that's cheating. On the whole it's smashing stuff so don't lose the ignition key!

PAUL RAND

When you need to win a race you can't afford to be polite. There are heaps of similar shouts in the game, shame they're not samples.

Hit those road side obstacles and you'll flip over!



I hope I don't have to jump the bridge in the distance!

Out October. Contact Ocean (061-832 6633) for more information

EUROPEAN CHAMPIONSHIP

Yes, more inflated pig's bladder-style antics on your Amiga courtesy of top scorers Ocean.

It's not as if anyone's suffering for the lack of football games on the Amiga, but Ocean has decided that it's time for another. European Championship is very much a strategy orientated game, featuring 18 teams each from England, Germany, France, Spain and Italy. Each of the 90 clubs boasts the real life squad, with each member rated for speed, fitness, tackling and agility. The game looks like Kick Off, with a top-down, fairly close-up view that necessitates a radar to prevent disorientation.

Cursor!

The control system is quite complicated compared to most; when your player has the ball, hold down the fire button and an aiming cursor appears which can be moved around the pitch. Let go of fire and the ball should get booted off to that spot. It's potentially a very powerful system of ball control, but it's not exactly easy to pick up and somehow it seems a bit messy, and not in the spirit of footie. You can play against the computer set on any of 10 different difficulty levels, against another human player, or even, if you're especially close and intimate, you can actually play on the same side, allowing you to run into position, set up shots for each other and so on.

Specify!

The tactics screen is marvellous; the pitch is divided into 16 zones so that when the ball is in a particular zone your team has two preprogrammed formations (defence and attack). Hence you can specify the position of your players when the ball is in any of 16 different parts of the pitch. It's immensely powerful and difficult to master – unless you're a footie genius.

Look mummy, a bar chart.

One of many lovely menus.

No, not G Taylor's patchwork quilt but the fabbo tactics screen.

European Championship has got many of the options you would expect from a footie sim; you can play a league or cup, dip in with a friendly, or even just knock the ball about in practice. There are loads of different variables to tailor the game to your fancy, including game length, pitch and wind conditions, the leniency of the ref, and even the playability with the arcade and professional settings.●

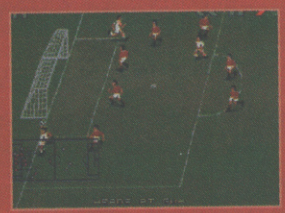
Lovely piece of sod, eh? Makes it all worth while.

Eek! Goal mouth scramble. Run for your lives.

3D REPLAY

Look, replays rendered in lovely 3D-o-vision.

It recreates the view you get sitting in the terraces.



But where's the massive tattooed skinhead who obscures half your view?

VERDICT

European Championship is the opposite of Sensible Soccer. It's almost as if Ocean realised it couldn't compete with this title so decided to go another way. Euro Champ's control system doesn't feel like a footie game, however the powerful tactics screen and the team editor and all those skill ratings make it brilliant for real football lovers. It's spoilt by some terrible sound samples though, and the players' inertia is bad when challenging an opponent or picking up a loose ball extremely hard. A very involved game, but lacking in playability.

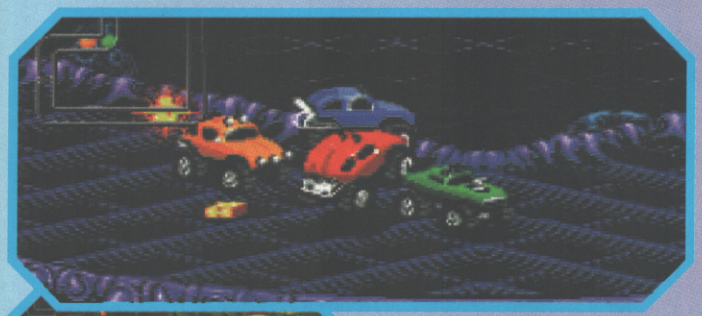
PAUL RAND

Out November/December. Contact Interplay (0865 390029) for more information.

ROCK AND ROLL RACING

Bands are really on the run in this futuristic, rockin', off-road racer

Wooooaaa!!! Pump up the volume in this bumper-banging, tyre-slashing game. It's time to rock 'n' roll on the road to hell, babe! Welcome to a new generation of motor racing which makes the Indianapolis 500 look like a Sunday morning drive in the country.



No, this isn't the M25 in the rush hour, it's similar though.

Eek! A rocket's just landed on my bumper.

It's decision time. Mmm... I'll have one of each please.

The red car...

Rock 'n' Roll Racing is a powerful revolution in racing. It's the 30th century and you are one of six drivers with Masters of the Universe-type features who is racing against other intergalactic creatures on various tracks in this new-age demolition derby which is screened across 17 planets.

...and the blue car

You've got to hand it to these games' pundits whose wild imagination has led to such a crazy game. In some races there are alternative routes, but beware — the race officials will disqualify a lap if you try any short cuts. But it's not all bad news as your power is recharged every time you complete a lap.

This game is very similar to dodge 'ems, only you don't.

...had a race

This is no ordinary game as you race across the planets collecting weapons to fire at your rivals trucks. You can collect rockets, drop steel pins, and shoot deadly lasers from both the front and rear of your motor. And if you don't like your car you can always swap it for a Battle Trak or Air Blade. At the end of each race your space limo chauffeur, Captain Floyd Braddock (what sort of name is that?) will 'hyperspace' you to the next race. Bogus!

The soundtrack features head banging beauties such as Black Sabbath, Ozzie Ozborne and the Blues Brothers and many more! So put on your sunglasses and hit the road, Jack.

Amanda Tipping

WACKY RACERS

Snake Saunders from Earth.

Cyberhawk from Serpentis.

Alexiphyr from Halodine.

Katarina Lyons from Panteros V.

Billy Badland from XenoPrime.

Tarquin from Aurora.

VERDICT

I had a hard time keeping this game to myself as virtually everyone else wanted a go. When I grabbed hold of it I realised what all the fuss was about. The controls are tricky at first, and it's easy to drive backwards, sideways or off course so spend time getting used to the cars leaping over ramps and charging round corners. Unfortunately there's only one speed, so you can only watch helplessly as you spin out of control and occasionally blow up. The graphics are excellent and it's real riot if you play it with someone else.

PAUL RAND

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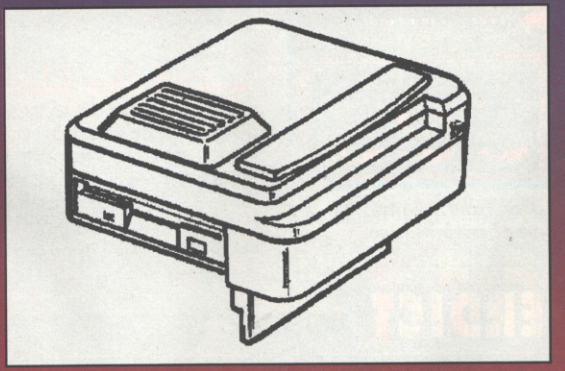

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PUGGSY

Puggsy is fab at balancing objects, but can he see ahead?

This is Puggsy's world. Top-left is a Mario-style route map.

He's cute, he's puzzley, and he looks like a pug (well two outta three ain't bad)

Puggsy's crash landed on an undocumented planet, and lost his ship. Little does he know that while searching for his ship he will have to wobble his butt across five climatic scenes.

Puggsy is a cute sort of chap and this is reflected in his abilities. His skills are all to do with logical thinking and the design of the first few levels help you become accustomed to the ways in which different objects in the game interact with each other.

Puggsy Malone

To begin with the tasks are simple, such as placing objects on top of each other to allow you to reach higher platforms. Ingeniously, Puggsy can avoid this hassle by using small items to cling on to higher ledges and pull himself up. Gradually the puzzles become more taxing. Some will require various moves to complete. For example, you may have to drop an object to activate a switch, then run to the other side of a level while gathering other objects and then balancing them all on top of each other to reach the exit - and that's an easy one! Apart from the usual scoring system, Puggsy can top up his score at the end of each level depending on what he's carrying when he passes through the exit.

One thing to bear in mind throughout is that every object has a use. Balloons for example, will appear to have no use, until you blow one up at a certain stage and discover that you float to a secret level!

Puggsy is a might weak for an alien. He'll die with one hit!

Perhaps if Puggsy found an object he could reach that platform.

Puggs Bunny

Remember all objects in the game use real physics. Many problems will often be dependent on a key object, so to aid you in finding the correct item look for a help chest. These contain hologram clues of the necessary item for that puzzle.

Out to hinder your progress is a typical assortment of naff creatures, but none of them seem to have any intelligence, so they're just another obstacle for Puggsy to wobble through.

If you can live with a central character who isn't straight out of machoville then there is little reason to avoid what must be Psygnosis' best action puzzle game yet. ●

Deniz Ahmet

PUG POWER

Let's face it, Puggsy IS feeble for an alien so check out our guide to the more useful pick-ups in the game. The rest are for you to find out!

This weapon is limited but great for baddies and climbing on to ledges with.

Um, you'd be very surprised if this wasn't an extra life! Luckily though, it is.

Puggsy's shades provide an extra hit point. He loses them if hit, but it's better than a lost life!

With these on his feet Puggsy can double his speed and jump large distances. As with the shades, these can be lost.

These give extra momentum for Puggsy so as he can move past strong winds.

VERDICT

There is heaps to do in each level of Puggsy, but in most cases you don't need to bother since it's not essential to completing the level. It's a nice idea that players should want to go back over levels to explore them fully, but the motivation for games is to get to the next level, and the quicker the better. That aside, Puggsy is a wonderful example of solid gameplay. It's easy to get in to and the difficulty curve leaves room to breathe. You can tell that it's been programmed from the inside out, with the visual element being complimentary to the action.

PAUL RAND

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REVIEW

MEGA DRIVE | by KONAMI | £49.99

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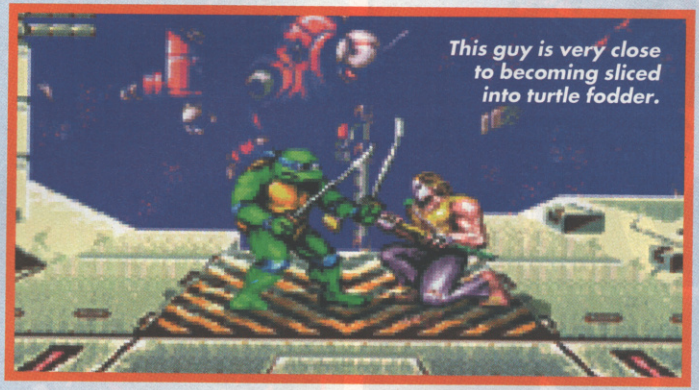
Turtally terrific tournament action blasts its way on to the SNES!

After starring in a string of walk along beat-'em-ups the Turtles are currently having a bit of a change of direction: Konami's latest Turtle game does away with all that boring legwork and gets down to the real nitty gritty of gameplay.



This guy is very close to becoming sliced into turtle fodder.

TURTLES TOURNAMENT FIGHTERS

It's a rat trap

Lawks a Lordy, Splinter's been rat-napped and the Turtles have to win a fight fest in Dimension X to get him back. The stage is all set for a two player one-on-one beat-'em-up starring your fave Turtles and all their chums. You get to pick any of the heroes in a half shell or any of their four friends, Casey Jones, Ray Fillet, April, or Sisyphus. Your opponent, a friend or the Mega Drive, picks one of the others (or even the evil twin of the same one). As you'd expect each character has their own ratings for speed and power and their own moves; everyone has a number of punches and kicks and there are also projectile attacks, dive attacks, blocks and throws. If backgrounds are your bag, there are eight planets to fight on so you can admire a variety of backdrops while you're kicking seven shades out of your opponent.

Love the yellow boots, but not too sure about that pose.

I'm a Nineties kind of turtle, I can handle being beaten by a girl.

He may only be an insect, but hey, he's got more arms than me!

Shell shocked

All three buttons are used to execute the standard moves, some of which look extremely vicious. These pale into insignificance, though, when compared to the rock-hard special moves. Get the right combination of finger-straining D-pad wizardry and attack buttons and your fighter will execute a devastating strike unique to them. Leonardo, for instance, spins round at ultra-high speed slicing his way through the other fighter, while Casey Jones drops a time bomb which does as much damage to him as the other person.

The graphics are well animated and a decent size. A bit more could have been done with the scenery though, and a couple more moves wouldn't go amiss, but it doesn't detract from the game's playability.

Despite being an above average kind of beat-'em-up, there's nothing here which makes Tournament Fighters a serious contender when put up against Streetfighter, although it does make a pleasant change from the norm.

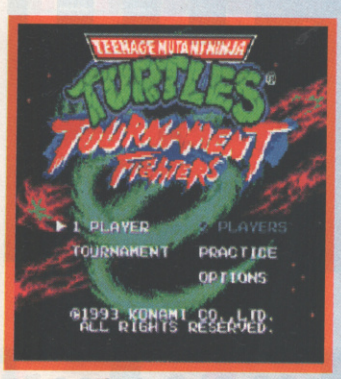
Everyone just fades to grey when compared to Michaelangelo.

Not having any legs means Krang can't take part.

VERDICT

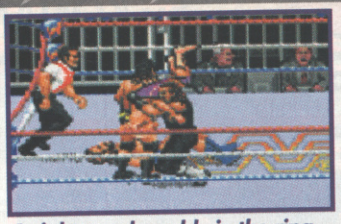
Beat-'em-ups come into their own when you play them in two player mode and this one does fairly well on that front. This is mainly thanks to the brilliant taunt facility. At the press of a button your fighter breaks off from the frey to insult the opposition. Each has their own digitised taunt – April's is: 'Have a go if you think your hard enough'. It's brilliant. Aside from that it's fairly standard, and it looks shabby compared to SF2; the sprites are not as big, the animation seems rougher and there aren't as many moves.

GARTH SUMPTER



Stop me if I'm wrong, but aren't the Turtles a little old hat now?

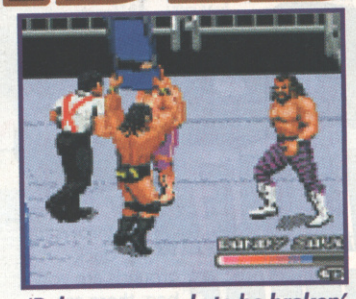
OK wrestling fans, more panto-style rumblings from the WWF 'fighters'



A right royal rumble in the ring as the WWF stars slug it out.

ROYAL RUMBLE

IRS brings his well-dressed wrestling to the Mega Drive.



'Rules were made to be broken' seems to be the WWF motto.

It's time for another bout of fat, sweaty men pretending to hit one another in this spin off from WWF – Royal Rumble. Programmed by Acclaim development stalwarts Flying Edge, the game takes you to WWF's annual free-for-all. Here the top names compete in a match where the only way out is over the rope. Also featured are one-on-one matches and double and triple tag-teams, but Royal Rumble is the best.

New hulks in town

Does it shape up against the SNES version though? Well the graphics aren't quite as good, but they are identical when it comes to playability. In fact, the biggest difference is the wrestlers. Out go Yokozuna, Ted Dibiase and Ric Flair, in come IRS, Hacksaw Jim Duggan and Hulk Hogan.

Each wrestler has an array of slams, throws and gouges plus their own signature move. To compensate for the Mega Drive joypad's lack of buttons, combinations are used. This doesn't always work, since hitting B and C together at high speed for a suplex often ends up with just one button being hit at a critical moment leading to a less damaging head butt.

The mass bundle is ace, though some graphics tend to break up when the screen is busy. There are plenty of moves to master and three championships up for grabs. Good fun all the way for WWF fans. ●

Mark Patterson

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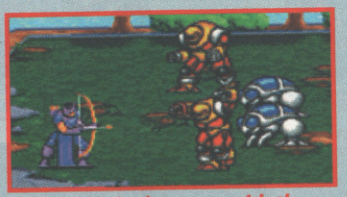
CAPTAIN AMERICA AND THE AVENGERS

Aficionados will marvel at the licence, but is it any good or what?



Hawkeye is the man with the arrows – he's about to score 180.

Almost identical to the Mega Drive version, this is a sideways-scrolling beat-'em-up in a pseudo 3D vein (à la Final Fight) – with the occasional fly along and shoot-'em-up section. The Avengers of the title are a bunch of do-gooders who have sworn to crush arch baddie Red Skull and his gang of super villains.

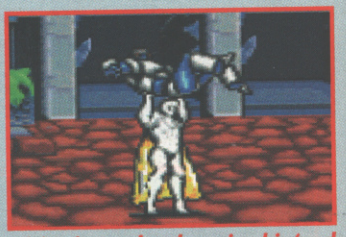
Vengeful men

You can play one of the four Avengers or Captain America, depending on which special power you prefer: Vision the Android fires laser bolts from his forehead; Hawkeye is an expert archer; Iron Man fires a death ray from his hands and ole Cap'n Stars-and-Stripes himself can throw his shield like a frisbee.

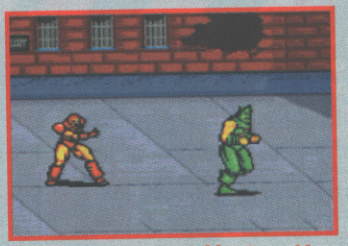
To see off an opponent each character fires his own projectile weapon or resorts to the more traditional knuckle sandwich. The normal run of things is a) walk along b) stop while a bunch of baddies swarm on to the screen c) get knocked down a lot while trying to crush your adversaries and d) walk a long a bit more.

The game captures the atmosphere of the comic well; it's full of cheesy dialogue and over-the-top in-game speech; the colours are brilliant and everyone stands in those ridiculous superhero 'poker-up-the-jacksie' poses. However if you're not in to Marvel comics you may find the game doesn't appeal, since the main attraction is possibly the licence. The animation's jerky, there aren't enough moves, and the terrible plot updates break up the flow. Only the two-player simultaneous option mode saves it from being useless, because then at least you get bored together. ●

Martin Pond



Vision is good at throwing his (and other peep's) weight around.



About to be zapped by Iron Man is er... Green and Yellow Man.

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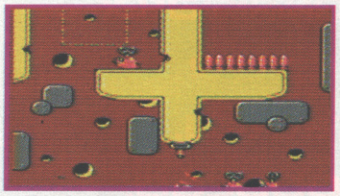
ALFRED CHICKEN

The finger lickin' good platform star hits the NES; take it away...

After his appearance on the Game Boy, Alfred Chicken has arrived on the NES. He's one of those humorous platform characters, though his game is more puzzley than most. Each level is full of monsters and an assortment of platforms; certain special platforms appear and disappear with the peck of a switch, while the motorised platforms run in a fixed track, however sometimes you have to start them by pecking a block out of the way.

Obviously your average chicken is not a big aviator, so Alfred can only jump about, but he can manage a fair distance if he flaps his wings as he glides. To dispatch an enemy Alfred has to dive bomb his target, screeching earthward with his beak of death at the ready, or sometimes he gets the odd power-up, like the wriggly worm thing that spins around him like a shield.

Peck that balloon with your trusty beak and restart here.



Alfred winced at the chaffing from his Paxo suppository.

What's it all about?

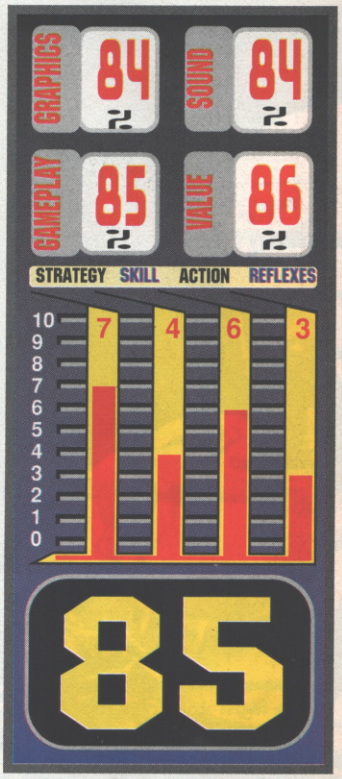
The game's fast paced with regular restart points, a nice bit of variation in gameplay with some interspersed underwater sections, and a vertically scrolling collect-'em-up for the inter-level bonus game.

Alfred is brilliantly animated – from his pecking action to his spectacular deaths, exploding in a shower of feathers or getting roasted like a Sunday lunch. The puzzles are absorbing enough, and it's all very tongue in beak. Good value all round.

Martin Pond

The puzzles are tricky, but nothing very Krypton Factor-like.

Out November: Contact Mindscape (0444 246333)



SNES ▸ by MINDSCAPE ▸ £24.99

CHAMPIONSHIP POOL

Mindscape must've had a misspent youth programming Pool

Put a bit of spin on it, take a run up and it might go down.

Playing real life pool is fab, apart from hanging out with all those n'er-do-wells down at that horrid, smokey pool hall. That's why SNES owners will be relieved to hear of Mindscape's arcade-style Championship Pool.

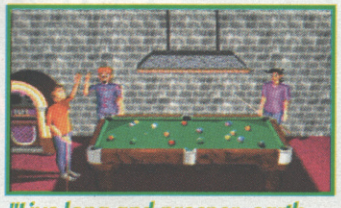
Phantom balls

There are three viewpoints: a plan view of the table, a close-up and a 3D angled view. The control system uses a 'phantom ball' effect to demonstrate where your shot will go, and the more phantom balls shooting out the faster your shot will go. There are four difficulty levels. On hard 'Fast Eddy' mode you have to rely on your own nouse to work out the outcome of the collision, while in 'Mummy's Boy' mode there are plenty of phantom balls to show you the exact outcome of any of your shots.

You can play variations of pool: eight, nine, ten, and fifteen ball, Three Ball (potting three balls in the shortest number of shots) and One Pocket (only one pocket is used)... the list goes on. Most games can be played against up to seven other human opponents and a tournament mode pits you against computer players of different abilities. You can take shots again if you fluff them, and the replay mode lets you study the outcome in slo-mo – great for trick shots when you're hustling.

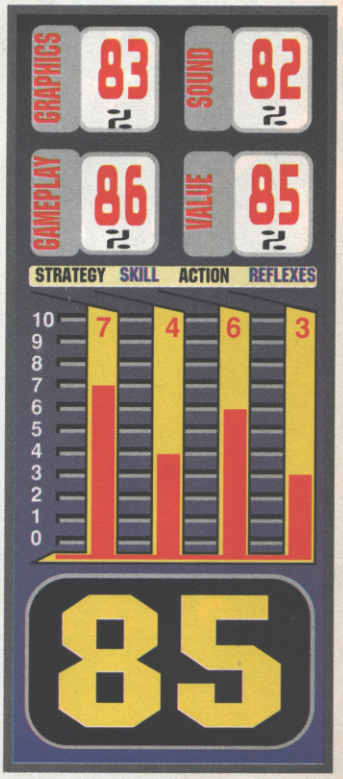
Martin Pond

Here's where the white gets chipped into someone's crotch.



"Live long and prosper, earthling," said Alien Pool Man.

Out October: Contact Mindscape (0444 246333)



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SEGA Master System

SEGA GAME GEAR

GAME BOY ▶ by KONAMI ▶ £24.99

Out January. Contact Konami (0814292446) for more information

TINY TOON ADVENTURE 2

Buster Bunny has to do what a bunny's got to do – collect the carrots

Here at CVG we have been very fortunate to get an exclusive review of the second Loony Tunes to hit the Game Boy – Tiny Toon Advenure 2. However, there is one problem – all of the instructions are in Japanese so we've had a rather tricky time fathoming out what on earth is going on. But with the miracle of modern technology (well the fax machine) I can now reveal the plot behind this silly (I mean silly in its most positive connotation of course) story.

What's up doc?

Buster Bunny and his mates are given free tickets to a new cinema built in their town by some mystery millionaire, who, it transpires, turns out to be the wicked Montana Max. By some magical spell (which could only happen to one of the Toon characters), Buster is transported into the film itself, and begins his adventure to kill all off all the baddies, including Millionaire Montana himself, and win back the cinema for him and his friends.

First stop in this Toony adventure is the Wild West. Here Buster has to pick up all the carrots he can lay his hands on. When he's collected a certain number he gains an extra life. All is not well for the happy-go-lucky bunny though, because he is being chased by a hungry wolf, flying buzzards and huge boulders rolling down cliffs. Then there's the castle in the Samurai section which is full of booby traps and there's a runaway horse to contend with. Phew!

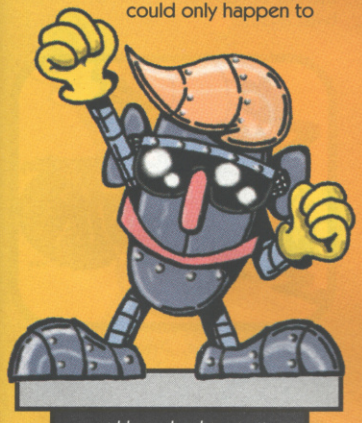
The last two stages find the bunny blasted off to space in a rocket to a futuristic city and finally he returns to earth and Franken (sic) castle where he chooses his own fate for the ending.

Two games in one

In between each different level is a sub game, which unfortunately has got nothing to do with the storyline, but that doesn't matter because they are good fun.

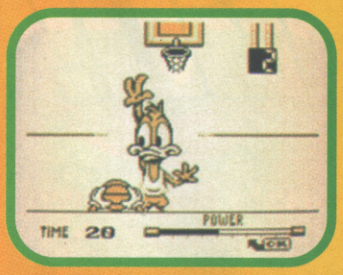
Once you are back in the real game, where the action flows, there's not a lot to complain about. Oh, and before I forget, there's a very cute little dog, Gogo Dodo, who leads you to a roulette table where you can gain extra lives, carrots, or even become invincible for a short time.

Because the plot is so ridiculous it actually spoils the game, although the dinky animation and little ditties in the background provide some compensation. ●

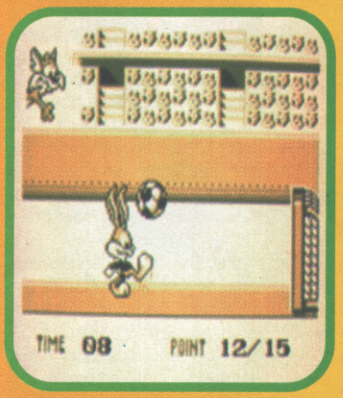


"Although this isn't a very challenging game, it is good fun, but I didn't have a clue what to do until I read up on the plot. Anyway, this is nearly as good as the SNES game; the graphics are excellent, however the sound can do your head in. Although there are only four levels there are lots of sub levels to keep you occupied so it's worth forking out for. That's all folks!"

AMANDA TIPPING

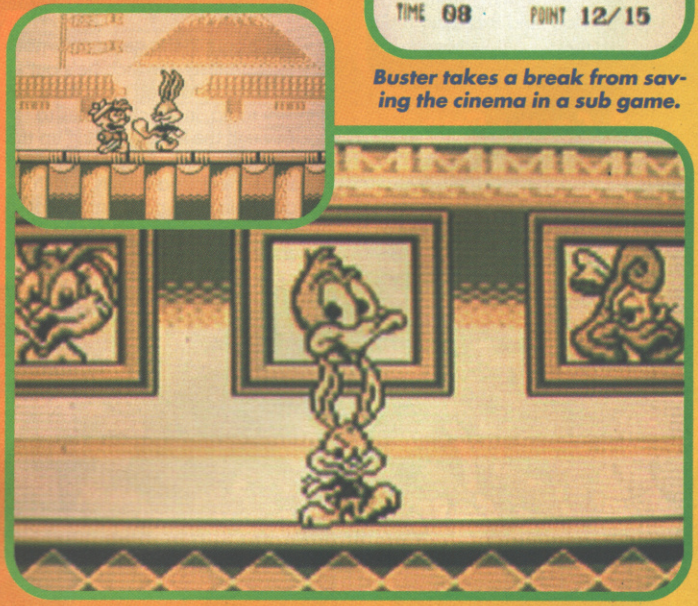


A quick game of baseball should psych them up

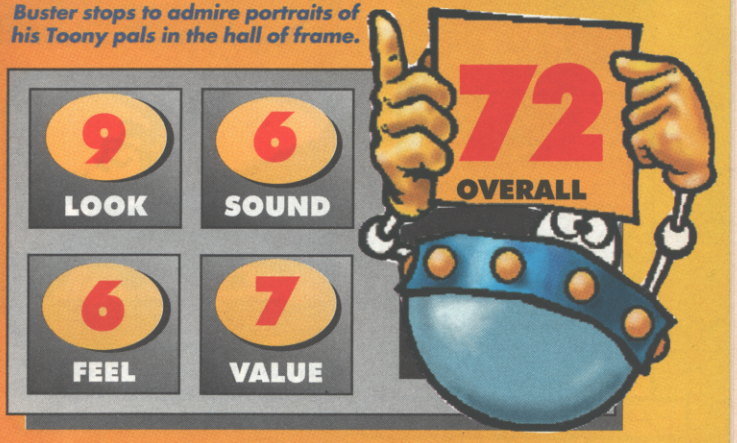


Buster takes a break from saving the cinema in a sub game.

One of mad Max's mob confronts Buster.



Buster stops to admire portraits of his Toony pals in the hall of frame.



HAND-HELD GO! VIDEO GAMES

GAME BOY | by THQ | £24.99

Out Now. Contact THQ (071-493 3662) for information.

TAZ-MANIA

From Bugs Bunny cartoons to his own show – and now to Game Boy, thanks to THQ!

He's done the business on any number of machines – now it's time for Taz to strut his stuff on Game Boy! If you've never heard of Taz before, then you must have been living in the desert or something. This crazy little feller originates from the old Bugs Bunny cartoons, when he was known as The Tasmanian Devil. But recently, he received his own cartoon show which is currently showing on the Saturday morning programme "What's Up Doc" and is actually a bit of a laugh. That's what Rand reckons, anyway.

A-Corny Gag

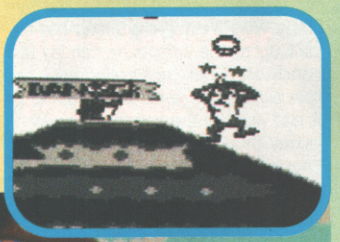
As everybody knows, Tasmanian Devils are vicious, blood-thirsty creatures that whizz about the place, eating stuff. And while Taz does tend to whizz about in this game, he's not very blood-thirsty – in fact, he's out looking for acorns. Don't ask. It's a platform romp, in which Taz has to race through the levels, picking up the acorns while avoiding the advances of his various perils and pitfalls, which include gaping chasms, giant ladybirds and a couple of well-dodgy alligator hunters (they're not hunters looking for alligators, they're actually alligators that hunt Taz).

Even though he's a rough, tough, snarling New Zealand animal, Taz is a big softie at heart.

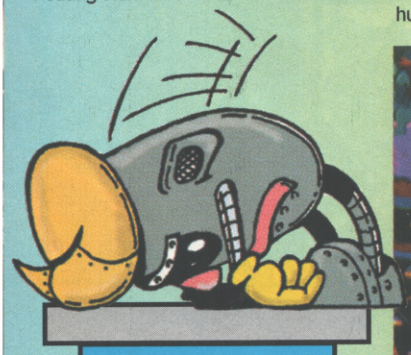
Is he going to make it to the other side? It's looking touch and go for Taz!

Spin Dizzy

Taz isn't a very intelligent creature – in fact, he's quite thick – but he does have one trick up his sleeve, and that's the ability to spin. Hitting the A button causes Taz to whirr around at high speed, knocking his enemies out of his path and smashing down any obstacles in his path. Unfortunately, he can't keep this up forever – once his Spin-o-meter runs out Taz, erm, runs out of spin and must wait until the bar builds back up before he can twist again.



The title screen. And what a fine title screen it is, eh, readers?



> *Obviously, THQ couldn't repeat the Mode 7 jollies of their SNES version of Taz Mania, but at least they could have produced a platform game which is playable. GB Taz is a bit of a stinker, basically because, if you use your spin option you can't see what's happening and you die, and if you don't you breeze through. Does anyone at THQ playtest their games?*
>
> PAUL RAND

Taz goes for a slippery slide – wheee! Anyway, hurry up – there's work to do.

LOOK	SOUND	FEEL	VALUE	OVERALL
7	4	4	4	49

GAME BOY | by KONAMI | £24.99

Out January. Contact Konami (081-429 2446) for more information

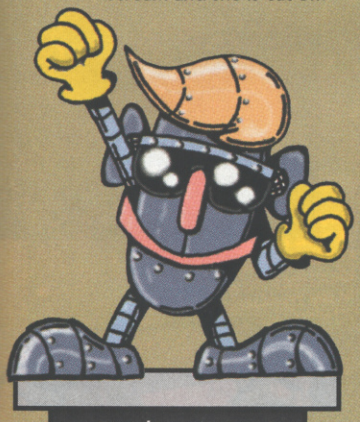
TEENAGE MUTANT NINJA TURTLES 3

Teenage Mutant Ninja Tortoises doesn't have the same ring to it, does it? Oh well, here's the review...

There you are, all comfy in the sewers of the city, tucking in to a pepperoni pizza in front of the TV, when suddenly you get a call begging for your urgent assistance. So what do you do? Finish your pizza or let it get cold and go find out what the problem is? Cowabunga, dudes, the decision is yours, but the game's cut rather short if you choose the 'I'm just gonna finish the pizza' option.

Mozzarella

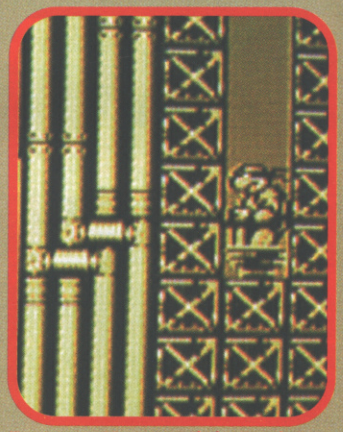
Our triumphant turtle heroes hear from their intrepid reporter chum April O' Neil that someone has broken out of the prison. Just as she is about to give more details there is a scream and she is cut off.



Turtlesouptastic, mate! Using my special scanners I reckon this game could soon be in the top five hand-held games of all time. There is good music for a change and the levels are short which makes it easier to get ahead in the game. The challenge of getting round the prison maze poses some problems but it provides plenty of gameplay.

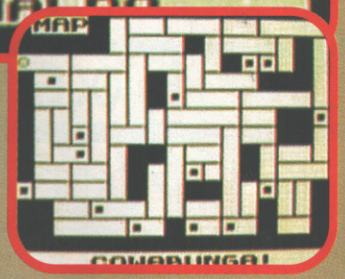
PAUL RAND

Mmm, when you've seen one turtle, you've seen them all.



Teenage Mutant Ninja Tetris? I think not; good idea, though.

"Ouch! Take that you fiend." Actually I think you missed.



No, this isn't a game of dominoes but a complex maze.

With my umbrella-type weapon thing I shall rescue sweet April.

Touch my pizza and I'll make pepperoni out of you!

Anchovies

You can easily guess the rest of the plot but I'm going to tell you anyway. The turtles take to the road and head for the prison to rescue their damsel in distress. But lo! Suddenly three of the famous four have disappeared and Leonardo is left alone to combat the baddies.

The first obstacle is to get inside the prison and it doesn't take much skill to overcome this. Once inside you enter an incredible maze where the bulk of the action is. Not only do you have to fight your way past prison guards and poison-spitting bats, but you also have to collect pizza tokens at certain points in the maze.

Pepperoni

The levels comprise platforms where you can climb ladders and scamper down drainpipes. Keep your wits about you, because our heroes are bombarded with alien forces in this prison – blast them away with your gun, or try a powerful punch and a kick and you'll soon get the blighters running. ●

Amanda Tipping

LOOK	SOUND	FEEL	VALUE	OVERALL
8	9	7	9	90

REVIEW

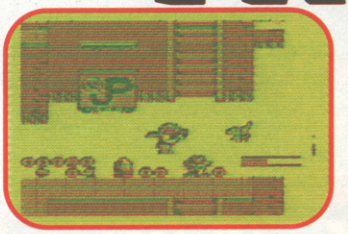
HAND-HELD GO! VIDEO GAMES

JURASSIC PARK

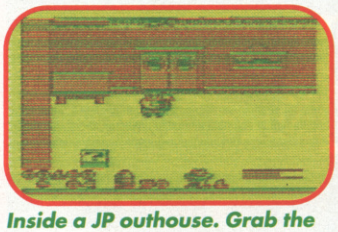
No matter where you hide, they'll always find you. Yes, Jurassic mania has even hit the Game Boy, with a roaring good game (if you pardon the pun). Following hot on the SNES's paw prints, the dangerous dinosaurs are on the rampage in the park after the electrical fencing system has broken down in this titchy treat.

Growl

Sticking closely to the plot of the film, your mission as Dr Alan Grant is to destroy the dinosaur eggs on each level and complete a variety of dinosaur-related missions as you go. Sound easy? Ha, you fool. There's nothing like a trail of baby dinosaurs and their hungry elders stalking the park to put you off your plans.



Grant gets ready to blast the poor little Compy. Aaww.



Inside a JP outhouse. Grab the mystery box for a surprise!

Roar

Armed with a gun you blast your way through the park, hurtling over mammoth dinosaur droppings and through thick forests. Keep your wits about you or you could find yourself in a very tricky situation. And with only three lives, you haven't time to take chances.

The graphics are fun, and the game bears some resemblance to the film, which is a welcome change to other games adapted from the big screen. So what are you waiting for? Murder those mega monsters!

GAME BOY ▶ by OCEAN ▶ £27.99

Out October. Contact Ocean (061 832 6633) for information.

REVIEW

HAND-HELD GO! VIDEO GAMES

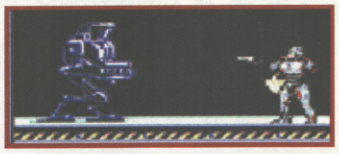
ROBOCOP VS TERMINATOR

The Terminator vowed he'd be back – and he has kept to his promise in this Game Gear version of the Dark Horse comic series. Metal man Robocop hasn't got time for the likes of thse boys and, in his typical bad boy style, he sets off to blast away the turbulent Terminators in his deadly pursuit to save mankind and the world.

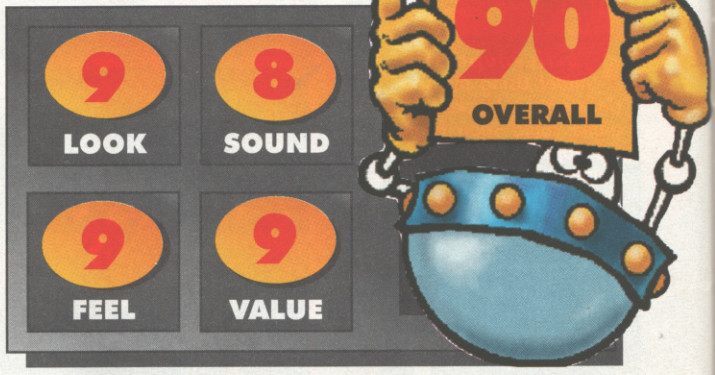
Metal mayhem

Robocop has a penchant for violence and seems to smile from his steel jaws as he blasts away the baddies who won't take the hint from Robo to stay away. Instead they keep coming back to plug you with more pellets. The game is extremely tough as you leap off rooftops, scale walls and dodge acid baths and electric cables in various mind-boggling platform levels. The gloomy scenery recreates the feel of the movies, with a handful of stomping good weapons and energy boosts. And when you finally run into the Terminators, then the action really starts to heat up, to turn this into a monster hit.

What's a very large item of weaponry between friends?



Since when has Robocop been able to climb up chains?



GAME GEAR ▶ by VIRGIN ▶ £29.99

Out December. Contact Virgin (081 960 2255) for information.

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(Console and Games not included).

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CHEAT MODE

Escaping from Jurassic Park is no mean feat for either man or beast. But they didn't count on CVG giving you a helping hand! Armed with the knowledge printed in these hallowed pages, not even T-Rex himself can stop you doing a runner and getting back to civilisation – in one piece.

VELOCIRAPTOR SURVIVAL GUIDE

Firstly, don't worry about humans! You're a dinosaur who's almost impervious to damage, and that includes, rockets, grenades and tazers. These will only sap a small amount of energy. Do avoid water though, since this will put an end to your rampage regardless of how much energy you have.

DR GRANT

Don't waste your weapons and don't hang around! The tazer is too awkward to charge, so save it for the smaller dinosaurs. Flash grenades are often the only things that can get you past Rex, so don't waste them when darts will do. One sneaky thing the programmers have done is stash the best bonuses and medical kits in hard-to-reach locations, don't even attempt to get to these. You'll only end up dying in a particularly nasty manner on the strategically placed spikes below.

THE JUNGLE

GRANT

There's no real challenge in the first half of this level, so take it easy and stock up on weapons. Blue darts are fine for small dinosaurs like the compies, and dilophosaurs which take two hits, but you really want to stock up on red darts. There are a few extra weapons to be had in the rocks, but it's a dangerous place, so you're best off avoiding it totally. The tricerotops will leave you alone as long as you don't try and attack him.

The compies are your worst nightmare. They may be small, but they sure sap a lot of energy. Use your tazer on them because it can be fired easily while you're crouched. It doesn't have to be powered up to stun such a small creature, so simply tap the attack button to use it.

RAPTOR

Take the opportunity to practice your dinosaur skills on the locals. The things to master are high jumps and leaping attacks. The only place where you're likely to lose a life is in the rocks, where there's a large and nasty swamp. To avoid it, run off the right-hand ledge above it. This will carry you clear of the swamp. Now all you need to do is jump right to the exit.

POWER STATION

GRANT

Somehow the raptors have found their way into the power station, so keep your red darts ready as they can drop on you at any time. What's worse. the guys who installed the cabling were a right bunch of cowboys so keep an eye out for short circuiting wires. There's no time limit, so stand back and watch the route the electricity takes. On the large grids there are usually four sparks, although you'll find that only two of them run down the right side. As soon as the lower one passes above head-height start climbing, this should take you to the top without being electrocuted.

Rex makes his first appearance on this stage. You can hear him a mile off, and when he breaks through the wall, chuck a few gas grenades at him and run past.

RAPTOR

This is a very straightforward level. Gore the soldiers, who deserve all they get because they're so slow to react, and watch out for the electricity. The route is very straightforward, so you won't get lost.

RIVER

This is one of the trickiest parts of Grant's mission, so being the kind, amiable, cardigan-wearing bunch we are, we've printed a map to help you along. Apart from showing you the correct route to the level, as well as a few shortcuts, there's not much to say about this section other than that you have to try and collect all the fuel, oh, and try not to go overboard shooting all the dinos because most of them can't reach you anyway.

A *Push forwards here so you don't plummet down the waterfall. If you don't time it right Grant and his dinghy will be dashed to pieces on the rocks below.*

B *Fire a couple of blue darts forwards now to take out the pterodactyl which dive bombs.*

C *Launch a red dart just before you drop down the waterfall to get the dilophosaur who's standing on the rocks.*

D *Chuck a gas grenade at this point to stun the dilophosaur. Grab the fuel can and the extra weapons, then pull down and press jump to get back in the boat.*

E *Before you go diving down the waterfall, loosen off a red dart to make that dilophosaur think twice before gobbing at you.*

F *Let the boat drift on the current and press and hold right as it starts going over the first waterfall. This is the only way you can turn in time to get on to the next level.*

G *Jump off the boat and on to dry land. Select the red darts and fire a slavo at the raptor. When he goes down grab the fuel and head to the right of the platform.*

H *You can take the long route by leaping across the river and facing off against Rex, but there is a short-cut. Get back in the boat and press and hold right. The boat will shoot over the waterfall and drop towards the ground. Hold left just before it lands and you'll find yourself back on the river.*

I *Jump up and use the darts to kill the dinosaur, grab the fuel can and leg it back to the boat.*

J *As before, wait until the current drags the boat over the waterfall before pressing right. If you try to turn before you go over you'll get smashed on the rocks.*

K *Push forwards to pass over the first waterfall, then fall down the second. When you hit the water fire a blue dart straight up to kill the pterodactyl.*

L *Don't waste ammo trying to kill dilophosaur. Instead, go over the waterfall and press left to head towards Rex.*

M *Lob flash grenades as you go over the waterfall. If you don't have any though, simply use gas grenades.*

N *Leap out of the boat here and zap the dilophosaur, then you must try and jump into the next boat. Press left as it goes over the fall to keep it on course.*

O *The only danger of falling down this waterfall comes in the form of two pterodactyles. Take these out before you do anything else.*

P *The brachiosaurs will push you out of the water if you miss-time your move. Should this happen, then try and jump as their heads go down again and you'll land back in the boat instead of the drink.*

Q *This tricerotops isn't a friendly little chap as the other one. So jump up and give him a quick blast with your tazer.*

THE FALLING DOWN WATER LEVEL

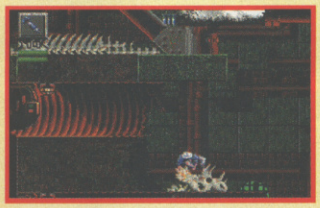
CHEAT MODE — JURASSIC PARK

PUMPING STATION

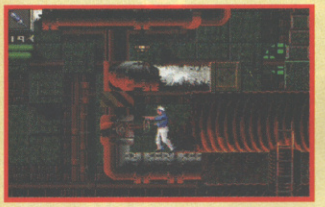
Whether you're Grant or Raptor, the danger here comes from falling in the swamp, so take it easy and time your jumps. there are plenty of ledges to grab on to if the poo starts to hit the fan.

GRANT

To complete this stage of the game you need to track down the switches to open doors and close all the steam valves. Your first task is simply to get to the other side of the swamp.

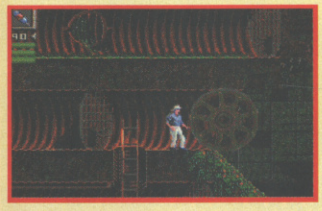


Climb up the passages as far as you can go then drop on to the dinosaur bones.

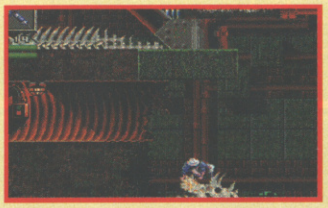


From here climb down to the tube below then leap across the swamp. Climb all the way up, collect the rockets and the med-kit, then drop down again.

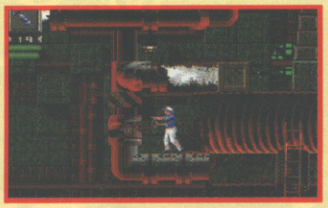
Wait for the brachiosaur to raise its head again then jump on to it. Just before it drops into the swamp, leap right. Now cross the gap by swinging across the pipe.



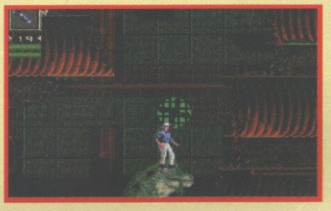
Give the wheel a shove, but don't follow it down. Wait for it to stop moving then proceed.



The steam jets stop every 10 seconds, then start again after two. Your timing needs to be spot-on if you don't want to get burned.



Run on to this platform. If you try and jump you'll crack your head on the pipe and plunge into the swamp.



To cross the chains, simply push right. You can't jump between them.

RAPTOR

Precision jumping is called for if you want to stay out of the slime. The tricky bit is leaping on to the platforms. Give yourself more time to get the landings right by high-jumping across.

CANYON

First off it's important to try and stock up on as many weapons as possible. There is also a pterandon buzzing around at the start of the stage, so shoot that down with a blue dart. Keep your rockets handy because there are simply loads of raptors around and to them the only thing you are good for is lunch. To get rid of the brachiosaur which stands between you and the rope, simply shoot it – it's dino eat dino in this world you know. Just past there you'll find another raptor and a medical kit. Once you collect the supplies then the ground will collapse, taking you to the volcano.

VOLCANO

GRANT

It's good ole lady luck that will come into play here, but don't think that you won't need plenty of skill also, because you will. Many of the platforms are actually off-screen, so you've got to leap and hope to God you make contact with something. The toughest part of this section is leaping across the lava pits at the bottom of the level.

Accurate timing is necessary to clear these jumps. Push the D-pad in a diagonal as you leap to get even more distance. And watch out for those raptors!

The raptors seem to come from nowhere at this stage. Keep an eye out at all times because they have a nasty habit of knocking you off platforms and into the lava. The rocket launcher comes in particularly handy here.

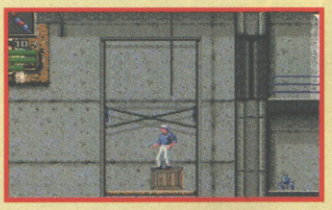
VISITORS' CENTRE

GRANT

You'll find yourself running desperately short of weapons by this point, fortunately there are plenty to be had behind the curtains. There's a particularly nasty bit halfway through where a raptor drops down from the ceiling. Due to bad programming you'll find that you can actually shoot through him. The only thing you can do is keep pumping the firebutton and hope that a shot or two connects.

RAPTOR

The best tactic is to put your head down and run. The guards shouldn't trouble you if you leap at them.



Shoot the box here to make it drop down. You only need to use a blue dart. For the rest of the level, keep the rocket launcher or red darts handy because you come up against every kind of dinosaur, including T-rex.

T-REX TIPS

Be on the look out for Rex. Get too close to him and you'll be his first course. Flash grenades can distract him for a short while, but that is only a short while. As soon as it goes off sprint past him and chuck another one for good measure. And remember, he's got a long reach. He'll roar if your weapon has an effect, which signals that you should run past him without hanging around to see what happens.

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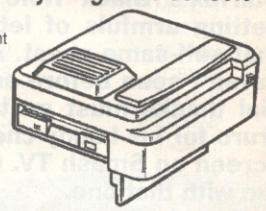

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CHEAT MODE

It's not a great job, going through the Cheat Mode mail bag, you know. By now there must be nomads in the Gobi desert who know how to enter Starfox's Black Hole warp, and yet we still keep getting armfuls of letters excitedly informing us of that self-same cheat. And then a lot of the cheats we haven't seen before are just plain weird; in fact special thanks must go this month to Andrew Wyler of Truro for his handy cheat to bring up the sound select screen on Smash TV. Cheers Andy, we've had a lot of fun with that one.

Trouble is when we think about all the poor boys and girls stuck in some terrible platform romp, frustrated, scared and alone, we know we have to go on. So don't forget: if you know of any handy codes then why not spread a little happiness and send them off to us; remember you could bring a smile to the face of a little grubby-faced orphan. Send them in to: This One's For The Little Grubby Faced Orphans Cheat Mode, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

AMIGA

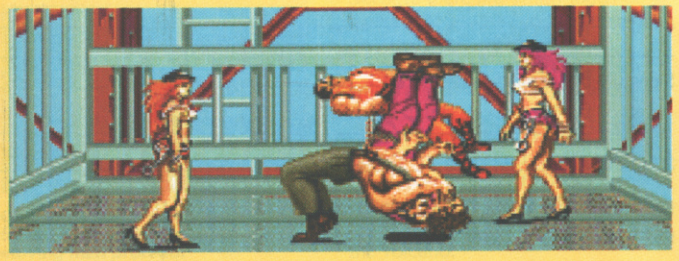
FINAL FIGHT

Beat-'em-up fans Jonathon Daniels and Alex from Surrey sent in this cheat for those unable to actually make the final fight. On the option bit when it says turn on your TV press HELP. Now when you press fire you will start the game and press Q, W, P, P, and then any of the number key pad buttons such as 7, home or 0, ins. The latter will take you to the end of the game, the others will make you warp.

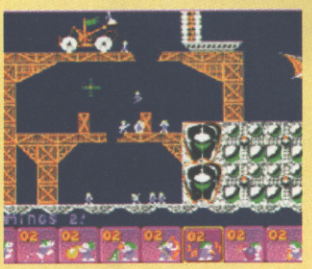
SLEEPWALKER

Here's one that should test your typing skills from Essex's very own Jagdeep Mudha. It's for the game that does a lot for charity, but doesn't like to talk about it – Sleepwalker.

When the game is half loaded and Lee and Ralph are running inside the Sleepwaker sign, simply type in: dingading-dangmydangalonglinglong. Pressing return in the game will now let you jump levels.



AMIGA



LEMMINGS 2

Jagdeep again with a tip to help you save the bacon of those green haired lovelies in Lemmings 2. When the game has loaded go to save game and then cancel. When you're back to the main screen, take the icon and click it in every corner starting in the top right. You hear a 'Let's go!' and you can now play every level for each tribe.

ALIEN BREED SPECIAL EDITION

Freeze the game when you start and put in these codes for infinite lives, ammo and keys, then restart the game. But make sure you put M or TFD in front of all these codes:
P1: lives-C059C6, Ammo - C059CB, Keys - CO59D3
P2: lives-C06167, Ammo - C0616B, Keys - CO6713

DESERT STRIKE

Blimey! More tips from Jagdeep Mudhar, still of Essex, who's putting all you other Amiga owners to shame. Here's his cheat for Electronic Arts' smart game of helicopters and mad mullahs. Type HARDCASTE and you will have unlimited weapons.

AMIGA ACTION REPLAY CODES

Hot from the pen of Alex Harris of Dudley, here are some codes for lovers of two-player eight-way scrolling shoot-'em-ups:

CHAOS ENGINE

Freeze the game and put in these codes for infinite lives, and special powers, then restart the game. But again make sure you put M or TFD in front of the codes:
P1: lives - C21407, Special Powers - C25B2E
P2: lives - C21409, Special Powers - C25BA4

MEGA DRIVE

JUNGLE STRIKE

A real corker from the Mackenzie here. On campaign three the code for mission seven is shown as 6XKZP6S4LNX. Invert this to XNL4S6PZKX6, and you get a campaign four code starting with four lives. Change the first letter to R for campaign two and four lives, to V for campaign five and four lives, to T for campaign seven and four lives, and to seven for campaign eight and four lives.

MUHAMMED ALI'S HEAVYWEIGHT BOXING

A weirdie one from Sussex's premiere oddball, Mr James Tweed. Enter H070007Z in tournament mode and you come up against Ali Muhammid, a rock hard geezer dressed in white from head to toe and sporting white facial hair. Spookier still, when you lose you see a picture of your opponent without a head and with the ref's body. Chinny rub rub.

COOL SPOT

Bolton's Mr Sex On Legs, Alex Mackenzie, has sent this easy level select for Cool Spot: On the intro screen press a, b, c, c, b, a, and hey presto, carte blanche to pop into any level you fancy.

EUROPEAN CLUB SOCCER

The password for the final match is A63UAA61AA, though if you want to boost your team with harder kicks all round then enter the password THREE SHREDED WHEAT. (Yes that's one d).

TURTLES

Thanks to Alex Lai of Shipley for this cheat for yesterday's hot film and cartoon licence.
To get a level select: When the Konami logo appears press C, B, B, A, A, A, B, C.When the title screen appears press A, B,B, C, C, C, B, A, then press A and START again on the one player option.

JENNIFER CAPRIATI TENNIS

Thanks to Danielle Woodyatt from Virgin Games for this excellent little cheatette for Jennifer's tennis romp.

Simply enter the password CONFIG and as many dots as are needed to fill up the rest of the spaces. The game will now fade into a configure mode allowing you to change attributes and other player levels.

DRAGON'S FURY

Ashamed of your weedy scores on this pinball sim? Well don't be, it's not big or clever and it inhibits your growth. Try this: to get 2,000,000 straight away, launch the ball and hold down both flippers. The ball should now pop into the head straight away, and this should work every time you launch a new ball. This will give you a good score without doing a thing and should get you into the higher levels. (Oh by the way, that bit about stopping you growing was a lie.)

ACTION REPLAY CODES

Some codes for you to try...

X-Men

FFD62D00FF	Invincibility
FFD62B00FF	Unlimited Energy
FFD62D0000	Invisible Man
FFD62700FF	Move to next level every time hero is hit
0000060210	Opens game for players to find their own codes
0001F04500	Enables US cart to work on UK machine

Powermonger

FFD06F00FF	Infinite troops

PC ENGINE

FINAL SOLDIER

We love you Greg Thompson, henceforth to be called Greg Two Tips Thompson, because he's sent us two tips for the PC Engine. Here ol' Two Tips explains his very long and drawn out cheat to get a level select: "As the start sequence runs, quickly push left and right as fast as you can to enter the sound test. From the sound test you can skip levels by holding down button one and two then press select 21 times. When you have chosen your stage hold down one and two and press RUN and you'll go straight to that level or my name's not Two Tips Thompson."

SNES

WWF ROYAL RUMBLE

Here's a hot one from pugilist Daniel McKinne of Belfast. When the copyright screen comes up press B then Y just as it's fading out, this enables you to punch an opponent to remove half their energy (it can be done as often as you like.)

There are also two hidden characters called Doink and Kamala to try. To get them do as follows...
Doink: pick Royal Rumble on level 10 and pick Crush. Throw everyone out but the last man and then wait for the crowd to start chanting, then special move him and throw him out.
Kamala: this is the same as for Doink but start with Undertaker instead of Crush.
(All Cheats must be done on one-player mode.)

MECHWARRIOR

This one's a saucy little number from Richard Barrie of Bridgwater, which makes your Mechwarrior invincible: pause the game and press A, L, L, Y three times, and there you are – rock 'ard.

SNES

BUBSY THE BOBCAT

If you're getting a bit of gyp from Accolade's troublesome moggy then try these level codes we were given by an old Tibetan monk (honest)...

Level:	Code:
1	JSSCTS
2	CKBGMM
3	SCTWMN
4	MKBRLN
5	LBLNRD
6	JMDKRK
7	STGRTN
8	SBBSHC
9	DBKRRB
10	MSFCTS
11	KMGRBS
12	SLJMBG
13	TGRTVN
14	CCLDSL
15	BTCLMB
16	STCJDH

HUMAN GRAND PRIX

We were left these tips in the will of a well-meaning benefactor with a comprehensive knowledge of this driving game: to execute a controlled spin, hold the accelerator and brake at the same time, select direction and release the brake. If you make a bad start, cause a huge multi-car pile up, and you get a red flag indicating a race restart. Lastly to alter starting positions on the grid, hold SELECT and press B.

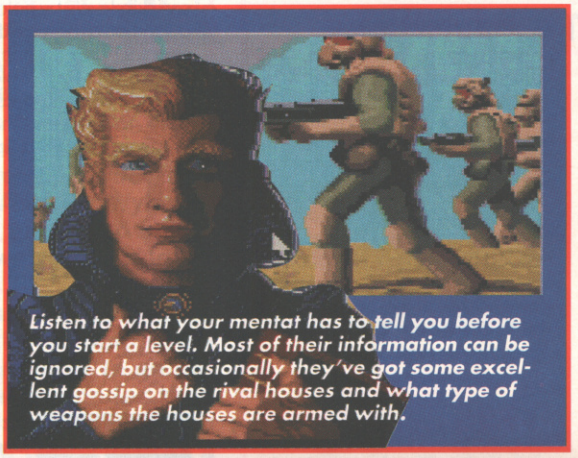
WAYNE'S WORLD

If you haven't the patience to sit through this frankly shabby platform game, then try this level select. On the spinning Wayne's World logo, hold down X, Y, B, L, R, DOWN, then press up. The level select appears at the bottom of the screen.

CHEAT MODE

If the Harkonens in Dune II on the Amiga are kicking sand in your face, then get your own back with the aid of these tips

Deploy your forces to give you the maximum defensive coverage around your base. Attacks can often come from behind so station a few infantry units to the back of your installation.



Listen to what your mentat has to tell you before you start a level. Most of their information can be ignored, but occasionally they've got some excellent gossip on the rival houses and what type of weapons the houses are armed with.

Tips for DUNE II - The Battle of Arrakis

LEVELS ONE AND TWO

REFINERIES

The enemy becomes aware of your presence and begins attacking only after it has encountered your first unit. Hence only send units as far as the first spice field and then send off a harvester.

On level two it's worth building two refineries to speed production. Keep your units close to base too, you may remain undetected.

Don't limit yourself to one spice refinery. The more you have the quicker you'll complete the level, plus you're covered if one gets damaged.

GENERAL HINTS AND TIPS

HOT KEYS

Try and learn what the hot keys are and use them – you'll find that it's much quicker in battle. Don't get too cocky, try and save the game after winning a large battle or if you've managed to survive a missile attack.

Remember to check the spice refinery after deploying your harvester. If it's too far from the nearest field the harvester won't detect anything and will just sit idly by the refinery, so you'll have to order it to move. Always try and build on concrete since it reduces the need for subsequent repair.

MAIN GAME – LEVEL THREE ONWARDS

Beyond level two you should always build three or four refineries. The faster production rate allows rapid growth.

Post units all around your base. The enemy usually attacks from one direction at a time but remember that may be from behind.

Always build an outpost when the option arises. It's easier to keep track of everything, and the scanner screen makes moving units long distances less of a hassle.

Remember to try and upgrade installations when you can because it allows you to build better units in the long run. Only 100 per cent repaired installations get an upgrade option.

Some installations can only be built if you've already got the more basic model. So, for example, you can only build a heavy vehicle plant if you already own the light one.

Build extra wind traps since they often get targeted for enemy attack, and power loss, this results in failure of outpost radar.

For defending yourself build gun and (in later levels preferably missile) turrets. The best method is to place a line of concrete blocks (six or more long) pointing from your base to the enemy's. Then build another line of blocks at right angles to this so it's between you and the enemy.

Build five or six rocket launchers on it and they'll be able to destroy enemies before they get within range of your base.

Keep your installations, wind traps etc, spread out to minimise damage from the multiple warheads of the Death Hand Missile.

Build a Mobile Control Vehicle as soon as possible and move it safely away from your main base. Deploy the MCV and it will act as a speedy construction site.

When you're attacking an enemy base, target installations in the following order: 1) defensive turrets 2) construction site 3) refineries/silos. Capture installations wherever you possibly can. They may be more advanced than your own ones, and of course they are closer to the enemy base.

Repair centres are essential in later levels for getting damaged vehicles back, but remember, Carryalls are needed to retrieve these vehicles as well as Harvesters. The most lethal units are the mobile missile launchers. A line of six to eight of them, suitably protected by an escort of heavy tanks, will make short work of any installation. But don't be too proud to do a runner and send your units back for repair if things get hairy.

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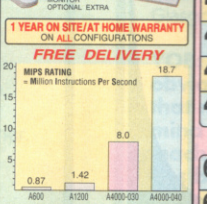

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YOB'S MAIL BAG

CRAAAAAAAP! Welcome to a special edition of the brightest letters page in the known world – Yob's International Mailbag. This month your hilarious host has decided to extend his fist of friendship across the Seven Seas, devoting his entire slot to those sad foreign types whose insignificant scribblings know no bounds.

These are a few of the diplomatic disasters winging their way through the skies to waste more of my time, sent packing with my customary panache and charm. If you reckon you can match my wit and wisdom, battery charge your brain and fire off those little losers to: AT LEAST I WORKED OUT HOW TO LICK THE STAMP, YOB'S BOTTOM-BLOWINGLY BRILLIANT MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1 3AU. Remember, there's a mind-numbing 100 POUNDS for the best letter of the lot and a kick up the bum for the rest.

SPANISH GEEK

Dear YOB,

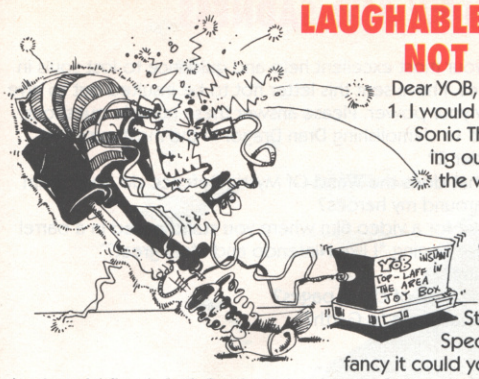
You're so sexy that you could knock Claudia Schiffer (CENSORED – YOB) constipated hippopotamus. Here are some questions:

1. Is Road Avenger for the Mega Drive worth buying?
2. Are there any good Mega-CD games?
3. What is the Mode button on the Mega Drive six-button control pad for?
4. Tell me the trick to have blood and gore on SNES Mortal Kombat.
5. In a sad American mag I heard that Fatal Fury 2 and King of the Monsters are coming out on SNES. As you are my most reliable source, is this true?

TOM JIMENEZ
Malaga, Spain

YOB: 1. It's almost as bad as a Frenchman's fart.
2. Silpheed. Final Fight is arcade perfect but starting to look dated now. Look, let's it: the Mega CD is a dodo and its software is less interesting than the contents of a Dutchman's bowels.
3. It's for use on Streetfighter. Press this button and Spanish matador Vega is replaced by a better character while his sad homeland of Spain is transformed into somewhere worthwhile.
4. Contrary to popular belief, there IS a cheat to restore the gore on SNES Mortal Kombat. In two-player mode, select any character and lose the first round. Begin round two as normal. Just as your opponent is about to win, drop the joypad, yell 'Virtual reality, sucker!' and smack him in the eye. If you've timed it right a brilliant scrap should ensue, but just make sure it's not you who goes off crying because you are Spanish after all.
5. Y-up.

LAUGHABLE LEEKS AND NOT MUCH ELSE



Dear YOB,

1. I would like to know when Sonic The Hedgehog is coming out on SNES. Oh and by the way I'm the proud owner of a Spectrum.
2. Would you like to purchase my exclusive version of Streetfighter 2 for the Spectrum? If you do not fancy it could you suggest a sensible price I could flog it for? On the other hand, give me a ring on 999, ask for Fire Service and I'll get back to you as quickly as possible.
3. Please could you tell my friend that Starwing is crap?
4. Please could you tell me how to control M Bison and all the other bosses on Pac Man?
5. Can you send me about £45 so I can buy Mortal Kombat?
6. What's your favourite flower?
7. Why is SF Turbo so crap?
8. How often do you clean your teeth?
9. Who's your favourite turtle?

BERTIE TOLHURST
Llanfairpwllgwngyllgogerychwyrndrobwllllantysliogogogocc,
Wales

YOB: 1. Oh dear.
2. Oh dear oh dear.
3. Would you tell your friend to give you the slapping you deserve?
4. Run a hotwire by-pass through the joypad, connect the red wire to your right ear, the blue wire to your left, whack up the voltage and hope the shock might make you funny.
5. Don't be silly.
6. The Peruvian Poison Man Trap – I've got dozens at home.
7. Because you're a sad wimp and can't play it.
8. How do you do that, exactly?
9. Oh dear, oh dear, oh dear.

POINTLESS PEOPLE, LOUSY LAMB

Dear YOB,
In the What Other Mags? question on your questionnaire you mentioned no PC or Amiga mags. I ended up having to write it out on paper. Go and kick their butts and tell them to get their act together.
DAMIAN WHITLEY
Auckland, New Zealand.

YOB: Lonely? Confused? Unfit for habitation in a sensible society? Contact the New Zealand embassy at your earliest convenience.

LAND OF THE GRAVE

Dear YOB,
I am writing to complain about the ever increasing number of consoles being released. It seems every time I pick up a magazine or turn on the television some company is advertising a new console. Since everyone wants to own the hottest bit of gear around, how can the major companies expect people to fork out large sums of cash before hooking it up to their televisions every month?

Only a few months ago everyone was stunned at the Mega CD's capabilities. Now, however, this is like a toy in comparison to the forthcoming CD32 and 3DO. Many people paid good money to bolt the Mega CD to their humble Mega Drive (no they didn't – YOB) but I bet most are still wondering whether their cash was wisely spent. Only a few more weeks wait and they could have owned a CD32 for around the same price. Need I say more?

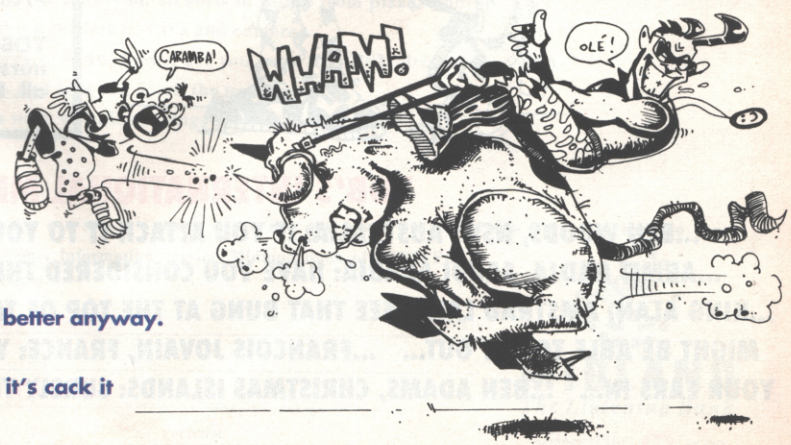
As for the 32-bit Saturn, Sega shouldn't even consider manufacturing it as the big 64-bits are set to steal the show. The Atari Jaguar and newly announced Nintendo 64-bit shall knock out all other 32-bit competition. After all, who wants to own a 32-bit when they can have a 64-bit at around the same price or maybe even cheaper? I guess this means no Super CD after all. At this rate I'll never make up my mind on what to buy...
KENNY MURRAY
Glasgow, Scotland

YOB: How can you make up your mind when you so obviously don't have one? Hasn't it occurred to you that mags like CVG exist to help you make up your mind what to buy, and warn you when any new machine is a bit cacky. Take the Mega CD - yours truly has been banging on for ages how bad it is and plenty of people took note. If you actually bothered to read the magazine rather than rant all day you might actually learn something. Well, I suppose there's a first time for everything...

HOT AND HORRIBLE

Dear YOB,
I need a few questions answered now or I'm coming to get ya!
1. Is Dragon Ball Z coming out in English?
2. Is World Heroes 2 coming out on the SNES?
3. When will Streetfighter 2 Champion Edition be coming out on the SNES?
4. When will Final Fight 2 be coming out on the SNES?

TIM BLANCHARD
Mallorca, Spain.
PS Print this letter or you know what will happen!



YOB: 1. Nope, but the sequel probably will – and it's miles better anyway.
2. No plans yet.
3. It's already been superseded by Turbo, you moron.
4. It's already out in Japan and the States, but seeing as it's cack it may never get a European release.

A FLOATING TURD

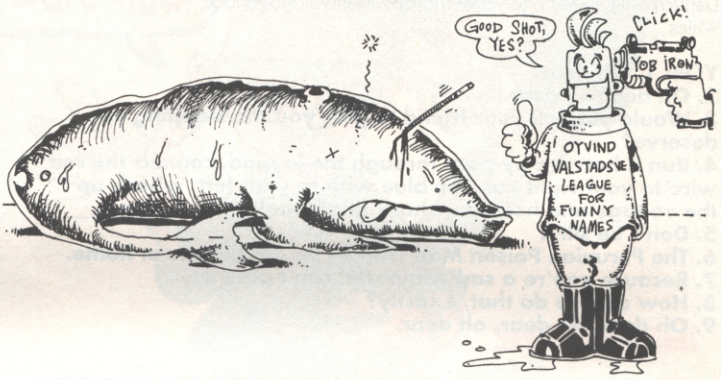
Dear YOB,
I think you're the best mag around. No joke. Could you please, please, please answer these questions without any jokes?
1. Which is best: Mega Drive or Super Nintendo? Or are they equal?
2. If (I mean if) Sonic 3 comes out will Sonique, Sonic's girlfriend, be introduced into it?
3. My friend Ben says Super Nintendo's the best because it's a 32-bit machine and the Mega Drive's only 16-bit. Is he right or wrong?
4. If I asked you, please, to design a Mega Drive version of Tuff E Nuff, would you? Please.
5. How many different Mega Drives and Mega-CDs are there going to be because I heard that there's a new Mega Mega Drive 2 and Mega CD 2? (My dog ripped issue 138. Could you please send it to me please?)
6. Is X-Men better than Tuff E Nuff.
7. Is Streetfighter 2 better than Tuff E Nuff?
CHRISTIAN BORBON
Victoria, Australia

YOB: 1. What do you think?
2. I certainly hope not. She made an appearance in the Sonic Arcade game, but Japanese kids think she's so cack Sega may think again. In fact, my network tells me that Tails hasn't proved too popular either, so he's going to be dropped from now on. First as usual with the news that counts...
3. He's a pillock of the first degree.
4. Funny you should mention that. I've designed a version for every machine, but didn't do the Mega Drive because I forgot.
5. That's your lot before the Saturn 32-bit machine. (Get real.)
6. N-ope.
7. Y-up.

SNOW AND SADNESS

Dear YOB,
I've heard and read of your most excellent help and guidance to lost souls in the world of video games. I have sent this letter not to be insulted but to give you the chance to show your power. Please answer these humble questions:
1. Is there any 'Short Cut' to demolishing Dran Dragor in the most excellent game Eye Of The Beholder 2?
2. Speaking of EOB2, what does the Wand Of Mystic Defence do apart from create some pink lines around my heroes?
3. How much do you take for a video film where you stand naked in a barrel of coffee eating rats while singing "I like Nintendo and I feel great?"
4. Do you like whale killing?
5. Could you triple the amount of cheat pages?
6. Could you give me the address to Garth?
OYVIND VALSTADSVE
Skatval, Norway
NB: If you make any jokes about my name I am going to run into your office and reprogram your computer with a very large axe.

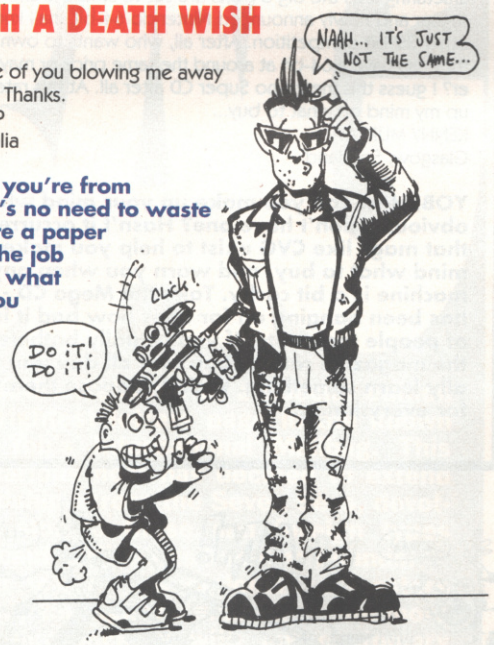
YOB: 1. Ever wondered why Norwegians are crap in the Olympics but always do well in the Eurovision Song Contest?
2. Well now you know.
3. Why should I bother? Judging by past performance, you'd make it Norway's next Euro entry.
4. Would you like my fist in your face?
5. I could. But I won't.
6. Certainly: Garth Sumpter, HM Prison, Parkhurst IOW.



DOPE WITH A DEATH WISH

Dear YOB,
Please put a picture of you blowing me away with a massive gun. Thanks.
MICHAEL WINTHROP
Queensland, Australia

YOB: Seeing as you're from Australia, there's no need to waste a bullet. I'm sure a paper bag would do the job just as well. Oh what the hell, here you are...



STUPID LITTLE JOBBIE OF LAND

Dear YOB,
I was flicking through the pages of my June copy of CVG when I came across your fraction of the mag. I noticed that you own a chainsaw of your own, which made me continuous laugh for hours on end. It look so small and crap that it is no match for any of my Black and Deckers. All of my chainsaws are Black and Deckers except for one which I made myself. I made it because other chainsaws are not powerful enough for my needs. So, YOB, if you ever feel in the need for a good chainsaw duel, let me know. We will see who the real chainsaw champ really is.
BUSH HEAD
Isle Of Man
PS Can I just say hello to my lovely nurse?

YOB: I've got some advice. You know those 'sweets' the nurse gives you to keep you quiet? They're not sweets at all. Besides, you're shoving them up the wrong end.

YOB'S INTERNATIONAL MESSAGE SERVICE

...BEN WOODS, NSW, AUSTRALIA: IF YOU ATTACH IT TO YOUR BACKSIDE IT MAY LOOSEN YOUR BRAIN... ...ARMIT RADJA, SAUDI ARABIA: HAVE YOU CONSIDERED THE BENEFITS OF PROLONGED BRAIN SURGERY?.. ...KING ALAN, AMSTRAD LAND: SEE THAT BUNG AT THE TOP OF THE TEST TUBE? IF YOU PUSH IT HARD ENOUGH YOU MIGHT BE ABLE TO GET OUT... ...FRANCOIS JOVAIN, FRANCE: YOU'LL NEVER GET IT UP THERE UNLESS YOU TUCK YOUR EARS IN... ...BEN ADAMS, CHRISTMAS ISLANDS: SURELY THAT MUST BE ILLEGAL, EVEN WITH ONE EYE SHUT...

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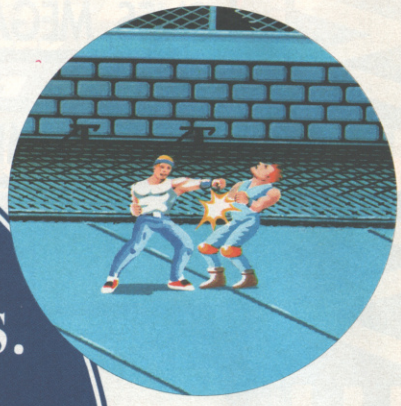

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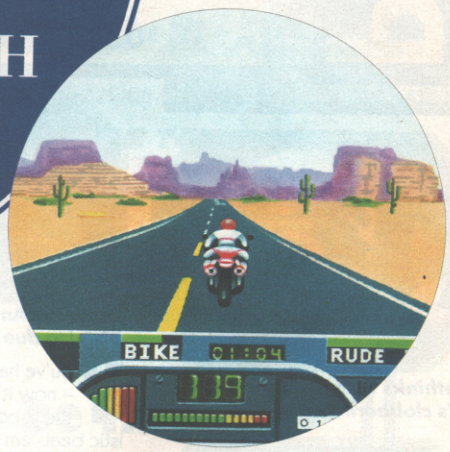

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PREVIEW

SNES, MEGA DRIVE, PC, AMIGA/500/600/1200, CD-ROM

by MIRAGE

£TBA

NEW YEAR

Stage of Development

65% complete

Mirage is rising to the challenge of creating some of the most formidable looking robots ever seen on the pages of CVG. We're talking mean...

Methinks he's just about to say: 'It's clobberin' time.

These are Amiga and PC shots, but it's also due on the SNES and CD.

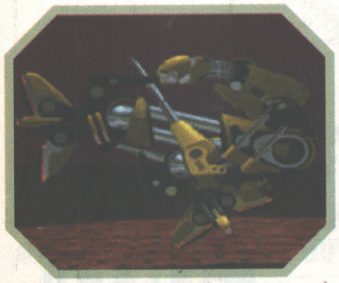
You've had your fill of dinosaurs – now it's time for the rise of the robots! Mirage's new futuristic beat-'em up is coming to computers, consoles and CD machines shortly – and you simply have to see it to believe it!

To cut a long plot short, Electrocorp, the biggest manufacturer of military robos on Earth, has replaced humans with a new robot – the Supervisor. A self-aware machine, it is left in control of the main manufacturing plant, Metropolis 4; unfortunately, the clever old thing has picked up an EGO virus and decided to send his robot chums on the rampage! Luckily, Electrocorp scientists have been working on a secret project – a cyborg with a human brain (which can't be infected by the virus) which could go into Metropolis 4, without firepower, and kick the crap out of the enemy robots.

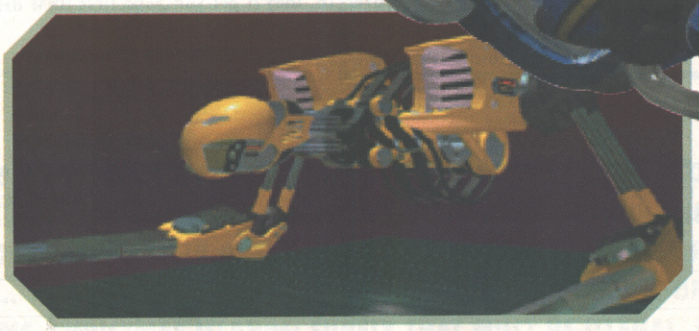
Once you see the graphics in Rise – and these still shots of the PC, Amiga 500 and 1200 versions just don't do them justice – you'll forget all about the plot and just go 'Gumph!' If you've always wanted total realism in your animation and masses of detail, then you're gonna get it!

Console owners needn't feel left out, either; there are versions of this potentially massive battler well into production on Mega Drive and SNES, and we'll be giving you a glimpse of those versions very shortly. In the meantime, we'll tell you that Rise is a one or two-player beat-'em-up featuring a massive assortment of different robots to trash, and gameplay that will, reckon Mirage, send other games in the genre scuttling. We'll bring you more news as we get it – in the meantime, just sit and stare at these incredible pics!

Oh what big arms you have grandmother.



We've come along way since Robbie the Robot you know.



You simply run out of superlatives to describe the amazing 3D rendered animations that are bursting out of the screen in Rise.

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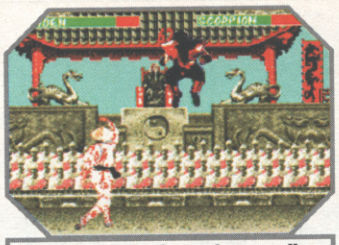
PREVIEW

MORTAL KOMBAT
AMIGA
• VIRGIN •
£TBA

In the best 'better late than never' tradition, Amiga owners can finally match their Kombateering console mates with their very own version of Mortal Kombat. The game is being developed by Probe, the company behind such hits as Alien 3 and already looks as though it could top the charts.

I think you could safely that he's just been Mortal Mondayed.

Only pensioners and the dead could have failed to have been caught by at least a short edge of the hype surrounding the console release of the game. If you haven't seen the game you're probably wondering why people are getting so worked up about a simple beat-'em-up. The simple answer is the violence. Instead of cartoon sprites,



Another scene from the excellent Streetfighter 2 (just kidding).

Mortal Kombat features digitised actors pounding away at each other, with sprays of blood and the occasional head becoming detached from its body.

As with most beat-'em-ups, the game features a host of special moves. These aren't limited to simple hurling moves during combat either, there are also the much-vaunted death moves. When your opponents stand reeling at the end of a bout, execute one of these and, depending on your character, you'll either incinerate them, kick their head off or catch them a cropper with a devastating kick.

The early version of Amiga Kombat is shaping up to be every bit as good its console cousins. More importantly, though, it isn't going to be a toned-down version like the bloodless SNES game. The finished article should have all the gore and action of the coin-op. To get around the joystick's lack of buttons, the keyboard has to come into play to execute certain moves, although it's too early to tell if this will affect the gameplay. The game's scheduled for a Christmas release and you can find out just how it turns out in the bumper Chrimble CVG! ●

Feeling alone and left out? Don't be, MK is on Amiga soon!

Probe reckon MK on Amiga is going to be as hot as on console.

AUTUMN RELEASE

ELFMANIA
AMIGA
• RENEGADE •
£TBA

Elfmania had a working title of 'Weirdo-eyes-mania'.

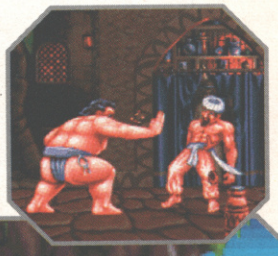
Beat-'em-ups may be common place on console, but the number of decent combat games on the Amiga can be counted on the fingers of one hand. Renegade is going some way to remedying this with the launch of a game they feel will send the opposition crashing to the canvas.

ElfMania is set in a world of swords, sorcery and bloodied knuckles where only the strong survive and the weak get sand kicked in their faces. Six fighters, three human and three elves take part in one-on-one battles to prove once and for all just who's the hardest person in the land. Each character has a massive arsenal of moves thanks to an ingenious control system which makes up for Amiga joysticks only having one button. Instead of energy, the combatants have coins which they drop each time they're hit. When they run out of coins the battles over and the skint loser slinks off home again. These coins can also be chucked at the enemy to cause them even more damage, although this isn't wise if you've only got a handful left.

The most striking feature about this game is its excellent 32-colour graphics and stunning animation. Although the version we've seen still has two more characters to be added, all the playability is there and it looks like being a corker. You can find out just how good it really is in the next thumping issue of CVG. ●

What is an elf any way? Is it like a pixie or something...

...surely they don't fight, I thought they were nice and... (Snip - Ed.)



Stunning backgrounds are courtesy of 32-bit graphics.

WINTER RELEASE

PREVIEW

AMIGA/PC

by GAMETEK

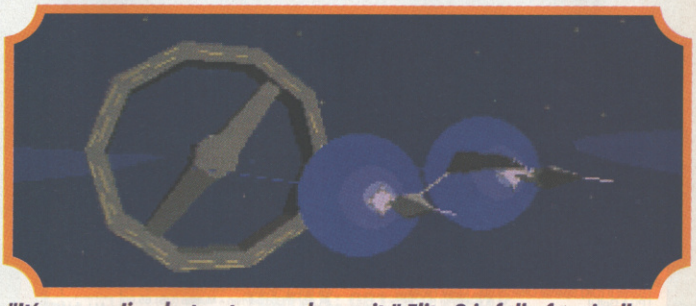
£34.99

OCTOBER RELEASE

Stage of Development

99% Complete

Wow! In Elite 2 you even get to zoom in on surface terrain. There's heaps of it too! You'd have a job finding a haystack, let alone a needle.



"It's space Jim, but not as we know it." Elite 2 is full of typically hefty space objects. Some are even better than those in StarWing!

FRONTIER ELITE 2

It's all systems go! These type of animated scenes are frequent.

Elite was special, and now its long-awaited (and we're talking long) sequel is looking very special

If a game's taken five years to program, you'd expect it to be something special. When that game is the long-awaited sequel to the legendary space opera Elite, you demand something incredible. Frontier – Elite 2 is ready and waiting to blast off into games stores everywhere – and the hype surrounding the product is justified.

This game has almost as much history as its illustrious daddy. It's apparently been rewritten more times than you can imagine, and was originally to be released by Konami until it decided to flog off all of its floppy product and concentrate on console publishing. Now GameTek has picked up the title – and it's easily its hottest game!

There's little plot, save for your grandfather giving you a bit of cash and a spaceship and sending you on your way, but that's not important. What is important is the scope of the gameplay, and there's oodles of it in Frontier. You can play just like the original Elite if you so wish – fly around the cosmos, trading with planets and blowing up baddies, nicking their cargo as you go; you could set yourself up in business as a miner or a space-taxi service; join an intergalactic army and battle your way through the ranks; or you can realise the full potential of the game and toddle off for a bit of action and exploration.

These Smooth 3D vector graphics are awesome!

Ooer! You'll soon fill your pants when you're under attack!

There are over 70 different missions to tackle in Frontier, compared to the paltry half-a-dozen in Elite, and with variations on each mission, that's a lot of things to keep you occupied. Stay out of reach of the long arm of the law, do the right things, fall in with the right crowd and rise through the rankings – if you're good enough, you can even become god!

When we say this could well be one of THE best games of all time, you'd better believe us. Filled vector graphics whiz around the galaxy, made up of a reputed FOUR BILLION planets – not even the programmer, David Braben, knows where they all are. Oh yeah, the PC version incorporates texture-mapping techniques to make it look even more swish. And it all comes on one solitary disk! Can't wait? You'll have to – just for a month, though; that's when we'll be reviewing this monster!

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PREVIEW

FLASHBACK
SNES
• SONY •
£TBA

Flashback looks set to go down as one of the most successful multi-format conversions ever achieved. Out already on the Amiga, PC and Mega Drive, Flashback is soon to appear on the SNES and it is looking fabulous!

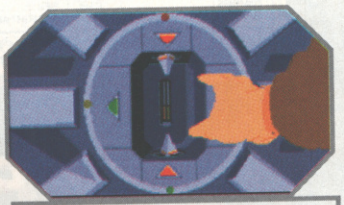
The first level gets you used to what's ahead.

You take control of Conrad Hart who is an investigation agent in the year 2142. While out testing your Molecular Density Analyser you make a startling discovery which quite frankly, fills your pants. As you race back to warn the authorities about a possible alien invasion you get slapped by a pair of dark figures and whisked off to have your brain erased. Charming..

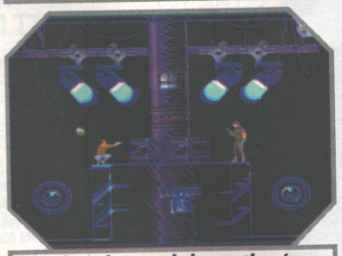
Anyway, Conrad somehow manages to escape on a Hover Bike, but with only half a brain he's easily shot down into the local artificial jungle. The game begins at this point, as Conrad regains consciousness and sets off into this platform adventure. Controlling his slightest move you need to guide Conrad through six distinct levels of uncomfortably designed platforms, completing challenges which are designed to restore your memory and hopefully help you back home. Plus you've got to do all this while dealing with unexpectedly intelligent defences.

So what's so special about another platform game? Well, it's Conrad himself. He's possibly the most realistic character to ever appear in a video game. Animated at 24 frames per second, the result is ultra smooth animation which is uniquely 'human' and even more realistic than in Prince of Persia. Conrad is subsequently a very athletic chap, capable of crawling, rolling, sprinting, leaping, hanging, climbing, shooting and throwing objects, and all on an empty stomach! Given this, you can expect heaps of scenery interaction and some blinding puzzles.

Watch out for our corking review next issue.



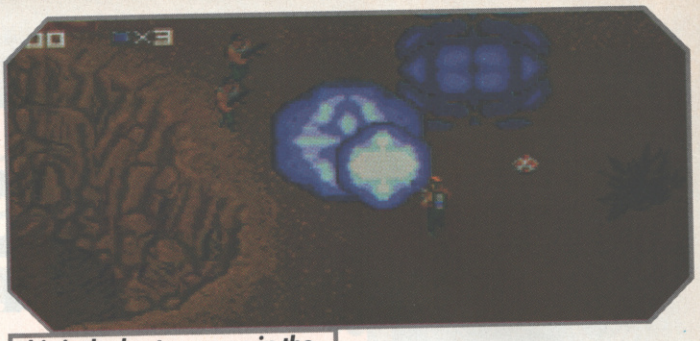
Cartoon clips are common place in Flashback. Here Conrad recharges his shield.



Level eight, and the action's virtually non-stop!

Conrad checks his inventory for a stone. He'll throw it to cause a diversion and shoot the baddie in his back.

WINTER RELEASE



This is the best weapon in the game. It obliterates anything.

TOTAL CARNAGE
SNES
• THQ •
£44.99

Since hitting Europe, THQ has failed to make much of an impression, with titles such as the tragic Home Alone 2 being less than well received. This is a situation it hopes to amend with its conversion of Williams' smash hit blood 'n' guts coin-op Total Carnage.

As you probably gathered from the title, the object of the game is quite simply to kill things. It's actually the unofficial sequel to Smash TV, and retains many of its features. The control system is essentially the same, with the D-pad steering your character and a combination of the coloured fire buttons giving you eight-way firing. Instead of appearing on a game show, you're now sent out to destroy an evil despot who inhabits a warzone along with his legion of crack mutant troops.

The key feature of the game is action. As in Smash TV you come under attack from a huge number of creatures, all of which home in on your character. To even things up a little there's an awesome arsenal at your disposal including flamethrowers which incinerate a quarter of the screen and guided missile launchers.

THQ has got its work cut out if it wants to come up with a game capable of topping Smash TV. You can find just how they get on in the full review next month.

Tanks and troop carriers fire at you and drop off more soldiers for you to mow down.

Yipes! This is Total Carnage's version of Smash TV's Mutoid Man. He takes just as many hits to kill, and is absolutely loaded with lethal weapons.

A liberal amount of killing is required, including reporters and civilians who get in your way.

DECEMBER RELEASE

PREVIEW

SNES/MEGA DRIVE/ GAME BOY/CD-ROM

by STORM

£TBA

WINTER RELEASE

Stage of development

70% Completed

THE LAWNMOWER MAN

You'd think that, with the unrelenting wave of media exposure surrounding Virtual Reality the subject would be a bit passe now. But no, the wonders of VR are still eagerly awaited thanks to the ever-changing games put out by W Industries on its fab Virtuality machine, and all the big hardware firms are working on home VR consoles.

It's little wonder then that the movie which brought Virtual Reality to life, The Lawnmower Man, has managed to gross $145 million in cinema bookings and video rental since its release, and been watched by more than 40,000,000 people worldwide – that's a lot of bods.

CVG Man

Here at CVG we've known about The Lawnmower Man – The Game for a while, in fact ex-CVG staff writer Jools Watsham worked on the project as a graphic artist. But it's only now that we've been able to show you pics of ALL the different versions in production: SNES, Mega Drive, Game Boy and the most impressive-looking of them all – CD-ROM!

If you've never seen the film – and there must be a couple of you sad enough to have missed out – it centres on the VR experiments of Dr Angelo (played by Pierce Brosnan) on dim-witted gardener Jobe (Jeff Fahey), known to folk in the neighbourhood as The Lawnmower Man. At the start everything goes well, but of course the fun doesn't last long – the Virtual Reality project gives Jobe vast intelligence and he decides to become God. Oh dear.

Jobe manages to grab a virtual gun and blasts the baddies in the flying section of the SNES version of the game.

Jobe does an impression of the T-1000 in the incredible looking CD-ROM game.

This is as you may have gathered is the Lawnmower of the title. It's from the CD-ROM version, looks good eh?

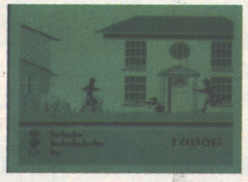
Stormin' ahead

Anyway, taking a look at these screenshots, you can tell that Storm is working at a fair old pace to try and get the games of the movie looking good and ready for release early in time for the New Year, to coincide with the launch of the widescreen video of the film.

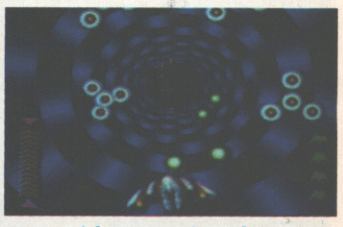
The CD version is looking particularly pleasing – we managed to sneak a peek at the PC-CD game running at the recent European Computer Trade Show in London, and we can assure you that it's one of the more impressive titles occupying a silver disc. All of the versions have a number of different styles of gameplay, from 3D flying sections to the familiar platform style, and if work keeps on at the rate it is, post-Christmas buyers should have a bit of a smart film licence on which to blow Auntie Dotty's Chrimbo cash. Look out for full reviews in CVG soon!

The VR film of last year is to hit the small screens – Lawnmower Man out on video widescreen and video and computer game format soon.

Aiiiee! Bees! Close encounters of the virtual, buzzing kind in The Lawnmower Man CD.



One of the platform sections from the Game Boy Lawnmower game.



More airborne action ahoy, this time from the Mega Drive version of The Lawnmower Man, as Dr Angelo gets in a flap as he searches for Jobe with a pair of virtual wings.

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PREVIEW

MEGA DRIVE

VIRGIN

Price £TBA

FEBRUARY

Stage of Development

70% complete

Lost Vikings

Baleog loses his cool: "Now then, I Baleog the Fierce will, with my mighty sword Bloodsipper... oi, hold up, stop jumping about you're making the bridge go all wibbly. I'll tell Erik!"

Lost Vikings was critically acclaimed by almost everyone on the SNES not more than a few months back. With its winning formula of humour, puzzles, arcade action and men with lots of facial hair, it looks likely to be a hit on the Mega Drive too when Virgin releases it later this year. The plot comprises three Nordic warriors who are kidnapped by aliens. Guessing that they are to become exhibits in some xenomorph zoo, and none too chuffed about a lifetime in a cage with Glen Miller, they decide to try and escape back to the fjords of their home planet.

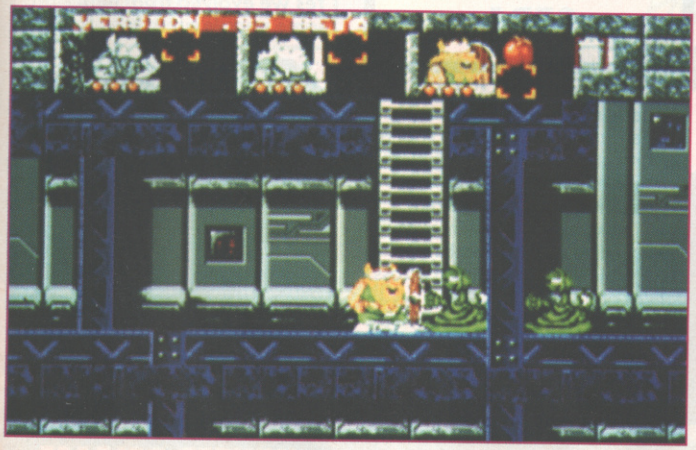
The game is set in five different locations from the decks of the UFO, through creepy dinosaur infested caverns, and on to ancient Egypt. There are 37 levels to complete, each packed with some fiendishly complicated puzzles, which require your bearded threesome to act as a team to solve. You see, each one has a particular skill on offer: Erik the Swift can run like the clappers, leap high in the air and batter down doors with his head; Baleog the Fierce is an expert with a sword and the bow and arrow; and Olaf the Stout has a shield which can block enemies and protect his pals or even, rather more unbelievably, act as a parachute.

Nordic power

Controlling only one viking at a time (though you can swap as often as you want) you have to use your skill and judgement to overcome all the obstacles, kill the baddies and solve the puzzle to get to the end of each level. Your characters find weapons, power-ups, extra shields and weirdie stuff like gravity boots to aid them in their escape; and there are loads of keys, bombs and tuck to stash in their inventories. So there is lots to think about – you might, for instance, be able to open a door by having Erik headbutt it, dropping a bomb by it, finding a key, pushing a button, pulling a lever or even operating the lever by having Baleog fire an arrow at it.

There's often more than one way to solve a problem, but though the solutions start easy they rapidly become brain-achingly complicated and require a lot of lateral thinking. Luckily for you thickies you can glean the odd hint by finding clue boxes or talking to friendly aliens, and anyway even if you do get stuck the handy passcode system and fast-paced arcade-style action stop you getting bored. So there you have it – a puzzley, arcade/adventure platform game. Full review coming soon. ●

Annual meeting of the Karl Malden Club, for men with large, bulbous noses.



Olaf's particular forte is keeping undesireables at bay, and green, wriggly, funnel shaped aliens come under that category.

Red hot gastropod action, as Erik goes 'Manno a Manno' against a large snail with unfeasibly large eyes.

PREVIEW

PINBALL DREAMS SNES • GAMETEK • £TBA

If there's one thing the SNES really needs, and every other machine seems to have a wealth of, it's a decent pinball game. Now, at long last, it seems that the prayers of every SNES owning pin-table addict is about to be answered.

This Christmas Pinball Dreams will be the first and, for the foreseeable future, only, pin-table game on the SNES. It features four tables, each with its own theme and set of hazards. Level one is a sedate, but strange affair involving a train and lots of mechanical ball hurling devices. From there things just get weirder and weirder. The horror zone has you bouncing your ball off all sorts of tentacled critters, while the aim of the music table is to wend your way further up the pop charts. Survive those and you get to the final table – Ignition. Here the action's hot enough to test the most hardened pinballeroes (a what? – Ed) as your ball is catapulted up into the never-regions of space.

It's not just a case of hitting the bouncers and blatting the bonus tiles, though, there are accelerators, pits, traps, multi-balls as well as a host of unconventional pinball nasties all out to make sure you don't get on the high score table.

The game has a proven track record on Amiga and PC where it was launched to rave reviews. Lucky SNES owners can expect their version to retain all the graphics, features and, most importantly, speed of the other versions. ●

Got a SNES? Then you'll be wanting a decent pinball game...

...well your Dreams could be about to be answered.

This table's named after that venue that's popular with dead people.

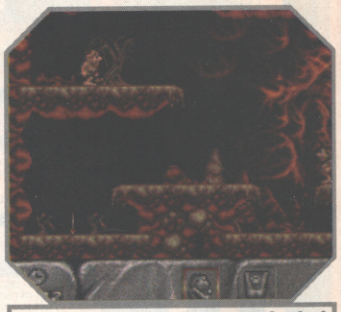
Flipper control is the key to good pinball, just ask that dolphin.

WINTER RELEASE

HUMANS SNES • GAMETEK • £TBA

Back in the Stone Age, our ancestors are having a bit of a rough ride. Not only are there several dinosaurs who haven't yet realised they're extinct, but early man is dangerously thick. Enter you as his guiding light to steer him through the trials of evolution across dozens of treacherous levels.

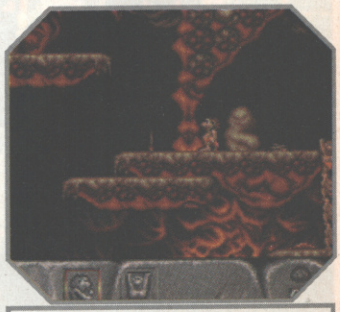
The aim is simply to guide at least one human to the exit on each level by using whatever objects come to hand, plus comrades can be used as human step ladders. You only have a limited number of humans on each level, so the skill is working out how best to use them. For instance, when you make a human ladder to pass an obstacle, you will have to leave some of your chums behind simply because they are the ladder so they don't have anything to climb up.



Most closely related to Neanderthal man is probably Millwall FC man.

Escaping from the levels is the easy bit. If you're feeling confident you can try rescuing fellow humans from the clutches of enemy tribes. This is tougher, but you earn an extra life for each one you free. Dinosaurs are also on hand to make life difficult. Being primitive chaps, your humans only have the ability to jump. Fortunately more enterprising, and now extinct, members of the tribe have discovered spears and fire, which can be collected to ward off the dinosaurs and anything which gets any funny ideas when it comes to survival of the fittest. Humans is due out next month and you can find out how it rates against the other versions then. ●

Yes we evolved from him. And some people are still evolving.



Use spears, fires and hidden switches to get round the levels.

WINTER RELEASE

CHRISTMAS CRACKERS

Join Franky for more madcap adventures!
- 20 huge levels including 4 bonus levels all on a massive 8 Mega bit cartridge.
- Also coming soon for the Nintendo Entertainment System.
- Out Now! – Dr Franken 2 for Nintendo Game Boy.

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Join Freddie and Frankie for the adventure of a lifetime!
- Programmed on a 2Mb cartridge (2 to 4 times the size of most Game Boy game cartridges!).
- Huge playing area of 790 screens.

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Fantasy role playing at its best!
- One of the biggest role playing games ever created, programmed on an 8Mb cartridge and including battery back-up.
- With 16,000 3D locations.

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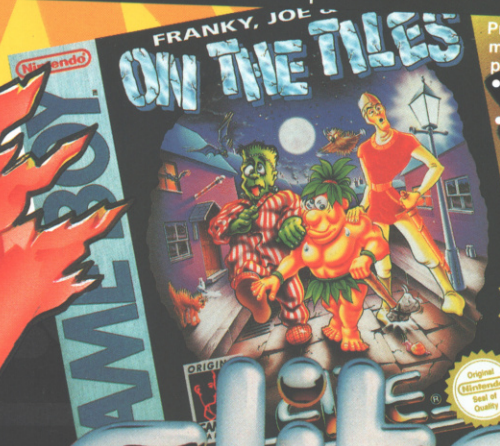

Prepare yourself for the most mind-blowingly addictive puzzle game ever!
- Full password re-entry system.
- Bonus icons, traps and special features galore and the clock keeps ticking away.

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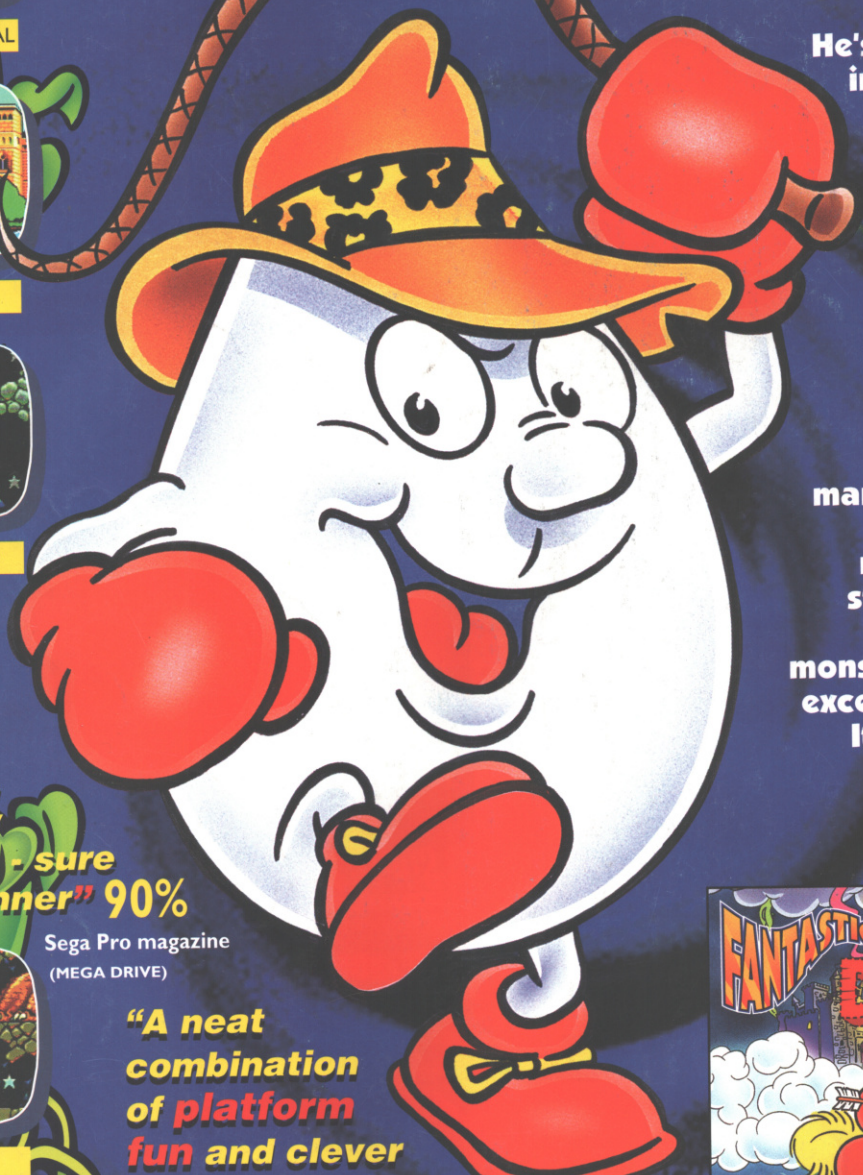
Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall, West Midlands, WS9 8PW, England.
Telephone: + (44) 922 55852. Fax: + (44) 922 743029.

FANTASTIC DIZZY

TREEHOUSE SURVIVAL

CASTLE ATTACK

SHIP WRECKED



He's here! **Dizzy** is in full action in a huge arcade adventure! Explore the magical kingdom of Zakeria, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms! Meet the strangest people, creatures and monsters in this most excellent adventure! It's all here in the award winning adventure of a lifetime!

"It's exciting, puzzling, well presented, hopelessly addictive - sure to be a winner" 90%
Sega Pro magazine
(MEGA DRIVE)

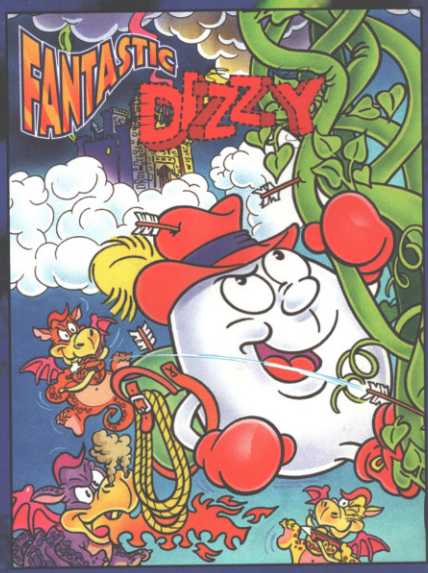
DRAGON'S LAIR

"A neat combination of platform fun and clever puzzles"
Sega Power magazine

GAME PLAYS IN FIVE LANGUAGES
ENGLISH · ESPAÑOL · ITALIANO · FRANÇAIS · DEUTSCH

SPOOKY! CLOUD CASTLE

"A superb adventure - plenty of puzzles and great satisfaction" 92% Sega Pro magazine



LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE:
MEGA DRIVE. GAME GEAR SYSTEM. MASTER SYSTEM.
ALSO AVAILABLE ON: AMIGA. IBM PC. NES*.

FOR MORE INFORMATION PLEASE CONTACT:
Codemasters Software Company Limited, Stoneythorpe, Southam, Warwickshire, CV33 ODL, U.K.

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